NUMBER 12 SUMMER 1996

THE ADVENTURER™

OUTLAWS

How the West Was Fun

and the COMPANY STORE



Dear Adventurer

Howdy, pardner! As you can see from our cover, we're branching into some new territory – the Old West. **Dark Forces** project leader Daron Stinnett is working on a new first-person, 3D action-adventure called **Outlaws**. In the game, players star in their own Spaghetti Western, squaring-off against a slew of quick-drawing, tobacco-spitting, black-hatted outlaws. But hold onto your Stetson, because the most exciting part is that **Outlaws** will be a multiplayer game. That's right – go it alone or go at it over the network with the rest of your posse.

Outlaws is one of three new multiplayer titles covered for the first time in this issue. **Jedi Knight**, the sequel to **Dark Forces**, will be multiplayer and let players swing a lightsaber, and **X-Wing vs. TIE Fighter** will let players go head-to-head with these space combat sim classics.

If your gaming preferences include a little console action from time to time, you'll want to check out "Console Corral." We've got titles in development for the Nintendo 64, Sony PlayStation and Sega Saturn. Finally, we'll give you some insight into our Web Site. The LucasArts site is one of the most visited game company sites on the internet with more than one million hits a month. We'll let you know what you can find there and why it's a cool place to surf.

Enjoy the issue and happy trails!

Sue Seserman
Editor-in-Chief

P.S. Those scary looking varmints on the front cover are (left to right) Stephen Shaw, **Outlaws'** lead programmer; Adam Schnitzer, lead background artist; Daron Stinnett, project leader; and Charlie Ramos, lead animator. Many thanks to Roger Bubel of Amusement Concepts located at Marine World Africa USA in Vallejo, California, for providing the Western wear.

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OUTLAWS

THE OLD WEST GALLOPS INTO CYBERSPACE

THIS SPAGHETTI WESTERN BOILS OVER ON PC

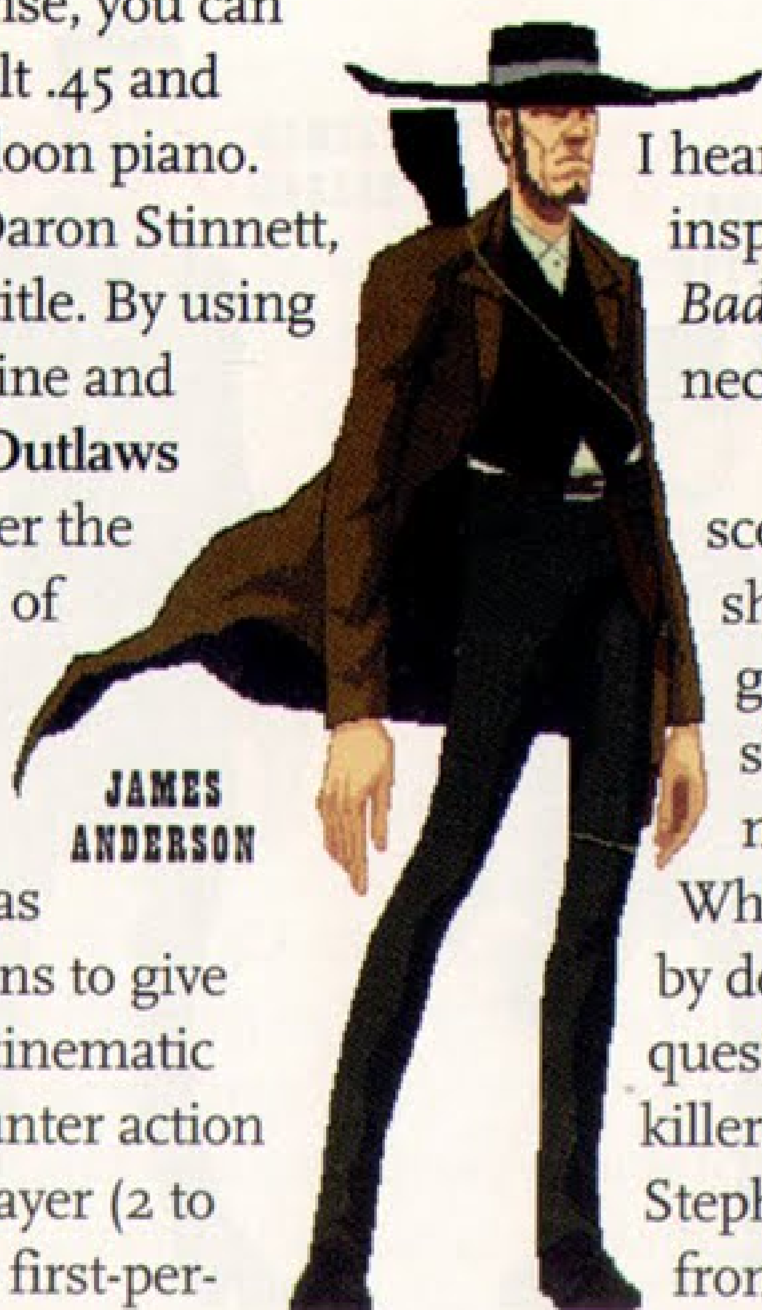
THE CAMERA PANS A VAST, ROCKY DESERT WITH A GLARING SUN, WHICH SERVES AS A BACKDROP FOR THE MAIN CHARACTER – A DARK, SOLITARY MAN WITH A SCOWL ON HIS LEATHERY FACE. HE SPITS A STREAM OF TOBACCO AS HE CROUCHES BEHIND A STRIATED RED ROCK BUTTE AND TAKES CAREFUL AIM WITH HIS RIFLE AT FOUR OUTLAWS ON THUNDERING HORSES. SPANISH GUITARS STRUM AND A CHORUS OF VOICES SWELLS...

by BARBARA GLEASON

A scene from a 60's Spaghetti Western? Yes, but it's also showing on your PC this winter. In **Outlaws**, you are the embodiment of the man-with-no-name who rides into town seeking vengeance and uncovers the twisted plot of a powerful railroad baron and his outlaw thugs.

Outlaws is a hybrid of strategic action-adventure and network play in an environment so immersive and intense, you can smell the gunpowder of a Colt .45 and hear the tinkling keys of a saloon piano. According to project leader Daron Stinnett, "It's a true action-adventure title. By using both the **Dark Forces** 3D engine and **Rebel Assault II**'s INSANE, **Outlaws** will be the first game to deliver the action and story components of classic 60's Westerns in an interactive format."

The game features are gritty and unique. **Outlaws** has three complete game variations to give players rich replay value – a cinematic adventure game, a bounty-hunter action game and a thrilling, multiplayer (2 to 16 players) game – all from a first-person perspective. The graphics are traditionally hand drawn animation with a keen attention to detail. Lantern-induced shadows dance across a room as a man is battered by a sadistic thug. You feel the presence of hostile eyes watching as you stride through a dusty ghost town and a clock strikes high noon.

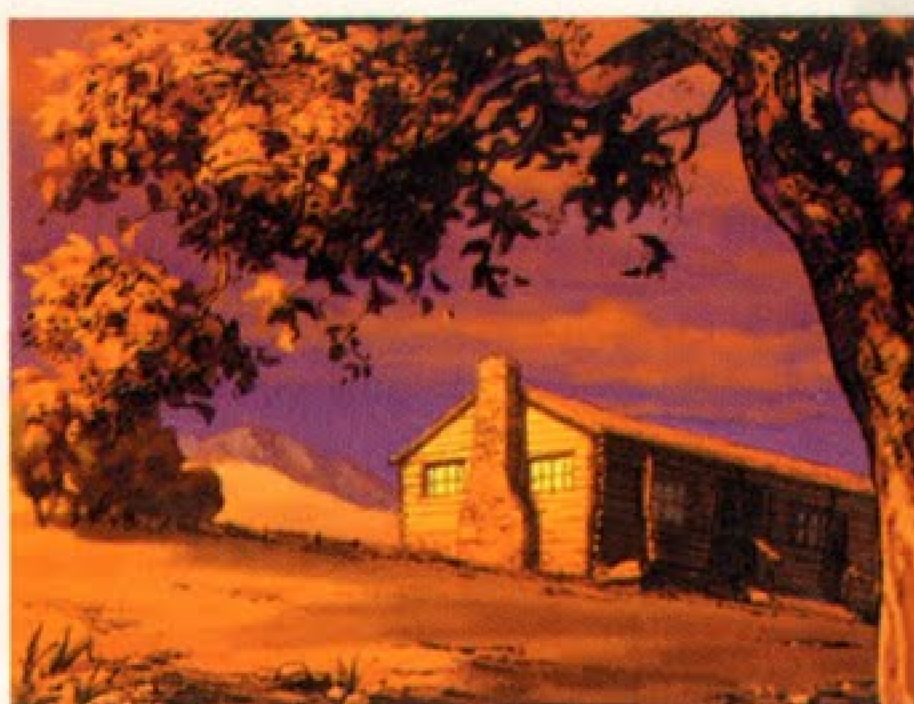


JAMES ANDERSON

Said co-designer and lead programmer Stephen Shaw, "I've always wanted to do a Western game. I'm a big fan of director Sergio Leone, and when I heard that Daron was similarly inspired after watching *The Good, the Bad and the Ugly* one night, we connected."

The game is designed to transcend the traditional first person shoot 'em up. In the adventure game component you are ex-marshal James Anderson, once the most feared lawman in the West. When your sheltered life is shattered by desperadoes, you embark on a quest that leads you to the deadliest killers this side of the Mississippi. Stephen drew on traditional elements from classic Greek mythology to spin

the tale: revenge, a quest, the personification of evil; the hero's journey takes him into the abyss where he faces temptation and corruption, but finds redemption in the end.



One challenge in **Outlaws** was to intertwine the levels and cut scenes and at the same time, carry a strong story across action levels. "That's why you'll see more intense action and strong emotions in these cut-scenes, more so than in any game we've done to date," said Stephen.

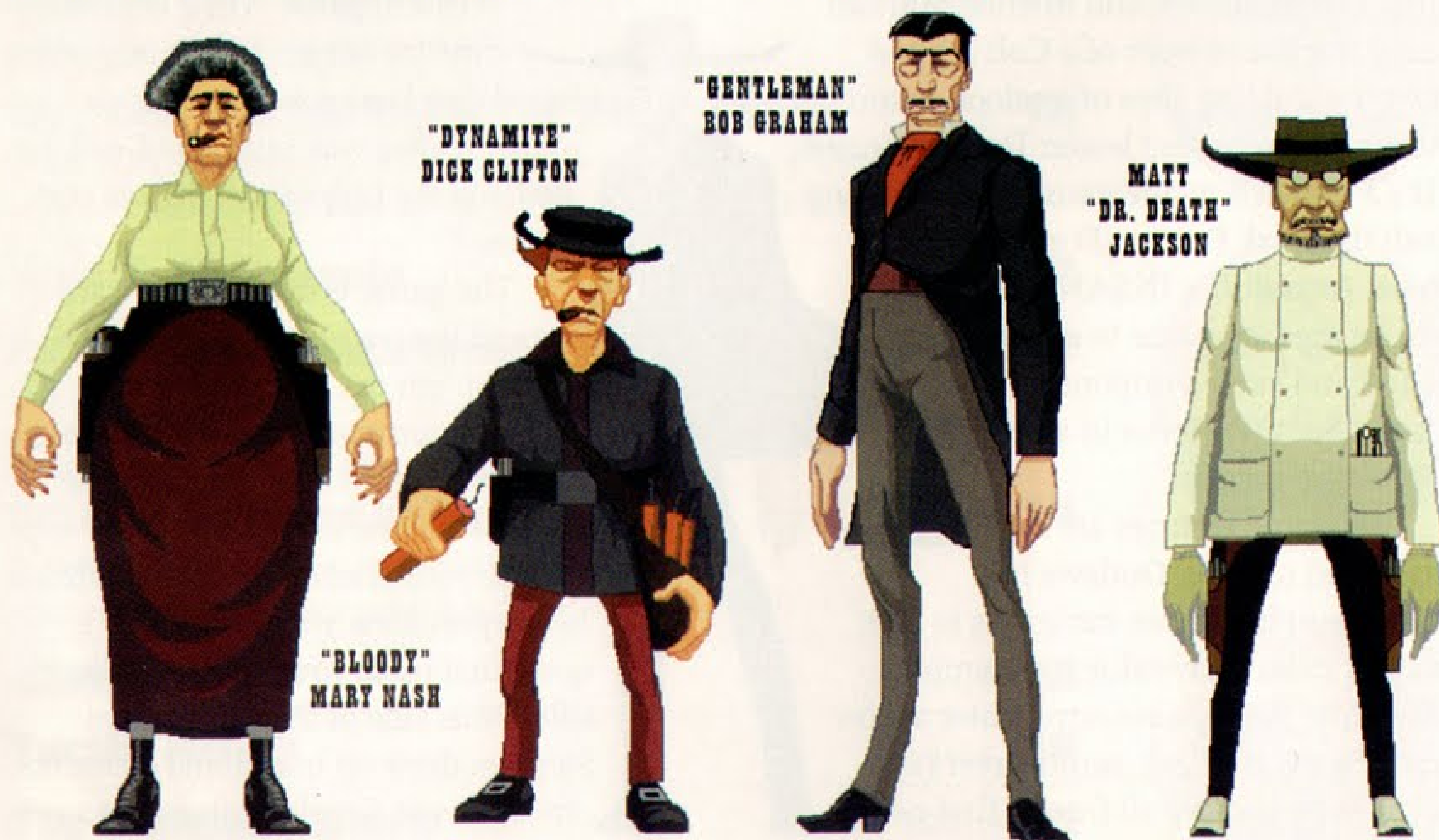
Lead animator Charlie Ramos is responsible for **Outlaw**'s stunning graphics. "I was motivated by the dark, expressionist art of Egon Schiele, an Austrian artist who lived in the early part of this century," said Charlie. "The characters are extremely stylized, but based in reality." Charlie also studied the film *Once Upon a Time in the West* and other Leone Westerns for further ideas.

Each character is painstakingly rendered so that his or her distinct personality is instantly recognizable. "Gentleman" Bob Graham, the chief bad guy, is a fancy dressed, squinty-eyed cool character. Matt "Dr. Death" Jackson is dressed like a dentist, with a ruthless, cold-blooded glare reminiscent of Lawrence Olivier in *Marathon Man.* "Slim" Sam Fulton has a tall, boyish look with a half-wit smile. "Bloody" Mary Nash is a cigar-chomping floozy. The animation style draws inspiration from MTV's hit series *Aeon Flux*. "Characters move with almost an insect-like intensity – first slow and deliberate, then with lightning-like speed," said Charlie.

Lead background artist Adam Schnitzer used the muted, earth shades of old Western films to create gorgeous landscapes and weathered building interiors and exteriors. The art style of Frederick Remington and old photographs from the library at Skywalker Ranch contribute to the overall look and feel of Adam's backgrounds. Adam is also a fine art painter, with an affinity for California landscapes. Said Adam, "My personal work as artist meshed nicely with the game's style."

Outlaws is one of the first LucasArts games to feature multiplayer support. The multiplayer mode allows each player to choose from one of the 12 outlaws in the game, each with his or her own unique fighting characteristics.

If you harbor a passion for the nostalgia of the Old West and the rough and tumble action of vintage Clint Eastwood movies, check out **Outlaws** when it hits the shelves this winter. ESC



X-WING VS. TIE FIGHTER

THE ULTIMATE STAR WARS SHOOT-OUT

by Wayne Cline

You're in your X-wing checking your scanners for enemy activity, but they're comin' up blank. Suddenly, a Star Destroyer drops out of hyperspace and starts spewing out TIE fighters and TIE interceptors – and they're bearing down on you!

As the Top Ace in your squadron, you pull some wild maneuvers, blasting the enemy fighters into space debris and then raking the Star Destroyer a few times before getting bored. You hyper home, yawning. You think, "Too easy! I need some *real* competition."

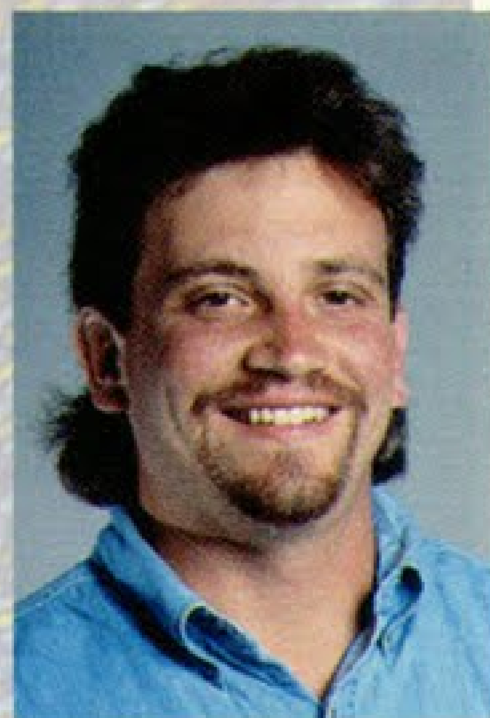
Well, get ready! The next TIE fighter you see may be your buddy! In **X-Wing vs. TIE Fighter**, coming in for a landing in winter of 1996, you'll be able to fly X-wings and TIE fighters against other players. **X-Wing vs. TIE Fighter** will be a stand-alone game, bringing the **Star Wars** universe to the computer as it's never been seen before – head-to-head!

You'll be able to fly multiple ships for either the Rebellion or the Empire in a variety of scenarios. Players fly cooperatively or against each other over modem or local area networks. There also will be many original single-player missions to fly for an all new one-player experience. The popular **X-Wing** and **TIE Fighter** flight engine will even be upgraded to use new texture-mapped models – creating more realistic spacecraft.

So heads up! This holiday season, there'll be enemies trying to turn you into zero-gravity worm food, and their intelligence ain't artificial anymore! ESC

WHY NETWORKING? WHY NOW?

According to Director of Production Steve Dauterman...



Technology finally has reached a point where we can create networked games without compromising gameplay. The technology is there in terms of the ability to transfer data at high speeds over telephone lines or local area networks. So gameplay doesn't have to slow down when you add more players, and we don't have to compromise our signature graphic quality.

The multiplayer aspect has become important for being competitive in the current marketplace. It has become a natural feature for certain genres of games like flight sims or 3D action games.

We've spent a lot of time figuring out how adding this new gameplay feature can enhance a gamer's experience with our titles. Now that we can incorporate network gaming without compromising speed or quality, we're able to deliver the same high-level experience with multiplayer titles that we have all along with our single player games. ESC

Since the destruction of the second DEATH STAR, the Rebel Alliance has begun the difficult process of building the New Republic. Seizing the opportunity for power, a Dark Jedi known as JEREC seeks to destroy peace and justice in the galaxy...

STAR WARS **DARK FORCES II: JEDI KNIGHT**

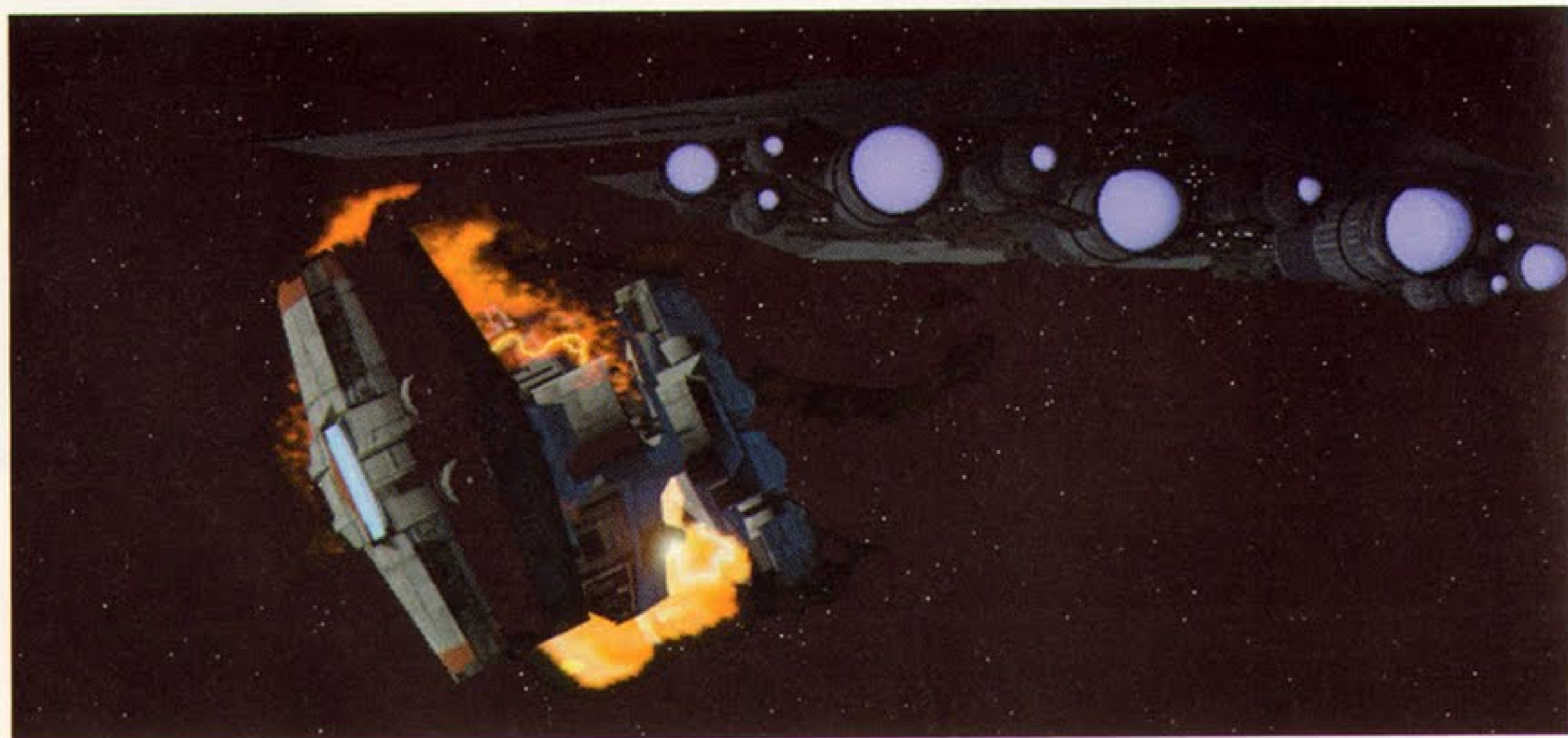
by Barbara Gleason

When **Dark Forces** burst upon the multimedia world a year ago, it brought the **Star Wars** universe "up close and personal." There was a great deal of excitement about its richly-detailed, first-person perspective graphics and dramatic sound. It seemed that everyone who grew up with **Star Wars** dreamed of joining the Rebel Alliance and battling the evil Empire. In **Jedi Knight**, the long-awaited sequel to **Dark Forces**, gamers will get the chance to have their ultimate wish fulfilled – to master the powers of the Force and, with lightsaber in hand, become a Jedi Knight.

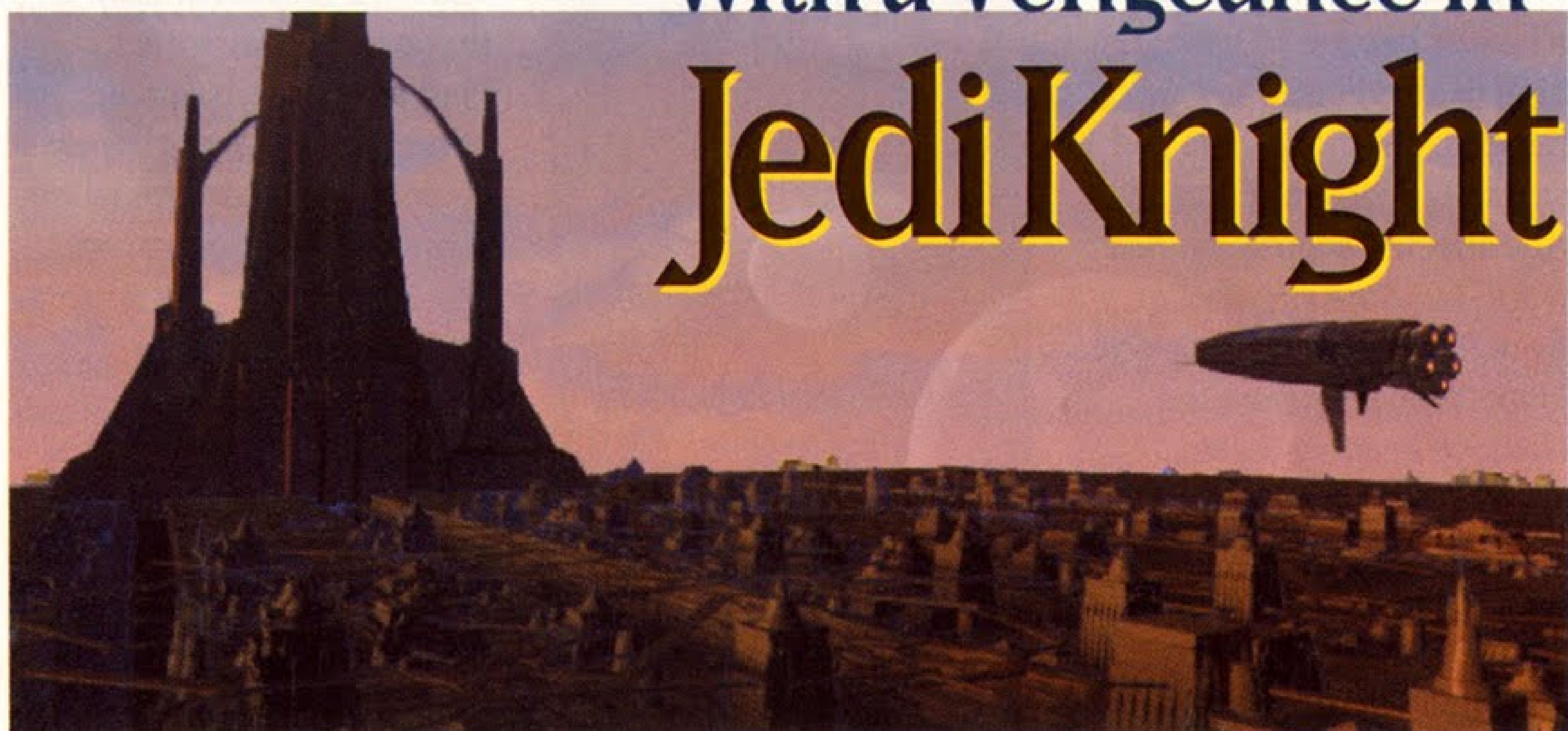
In **Dark Forces**, you were Kyle Katarn, a young mercenary sent to infiltrate the Empire. **Jedi Knight**'s co-designers, Justin



Chin and Ray Gresko, continue the story of Kyle Katarn as he follows a quest into his past and learns the ways of the Jedi. With this knowledge he must stop seven Dark Jedi from unlocking the powers of a hidden Jedi burial ground, the Valley of the Jedi. This task challenges him to confront his own dark past. He then must decide his destiny. If he chooses the dark side, he will come into enormous power and forever break from good. If



Dark Forces Returns with a Vengeance in Jedi Knight



he chooses the light side, he faces seemingly insurmountable evil. Whatever the path Kyle (you) chooses will change the face of the galaxy forever.

Kyle's ultimate enemy is Jerec, a powerful Dark Jedi who is leading a deadly group on a quest for the riches of supreme power. Six diverse and dangerous Dark Jedi follow Jerec. Boc is a cunning and brash individual who wields two lightsabers, making him an uncommon and vicious opponent. Sariss is strong with both the physical and mental areas of the Force. She is a master and a perfectionist; quiet and reserved. Maw is a bitter individual who doesn't value human life and is loyal to few. Gorc and Pic are twins; one is a huge eight foot creature and the other is only four feet tall. They work and battle as a team, covering all angles and weaknesses. Yun is the youngest of the Dark Jedi. Cocky and unpredictable, he is eager to prove his worth to the dark side.

Jedi Knight will feature network play, perhaps the most-requested enhancement of **Dark Forces**. Additionally, since the Force is the main focus of **Jedi Knight**, there is a unique system for developing its use. As you play each mission, you earn experience points and Jedi abilities – both good and dark. Single player Jedi training is available during and between missions.

Like **Dark Forces**, **Jedi Knight** lets you write your own chapter in the **Star Wars** epic and become a key participant in the fantastic struggle between good and evil.

"Only a fully trained Jedi Knight, with the Force as his ally, will prevail" – Obi-Wan ESC





TODAY ON You Bet Your Afterlife: Angels, Devils and the Souls Who Love Them

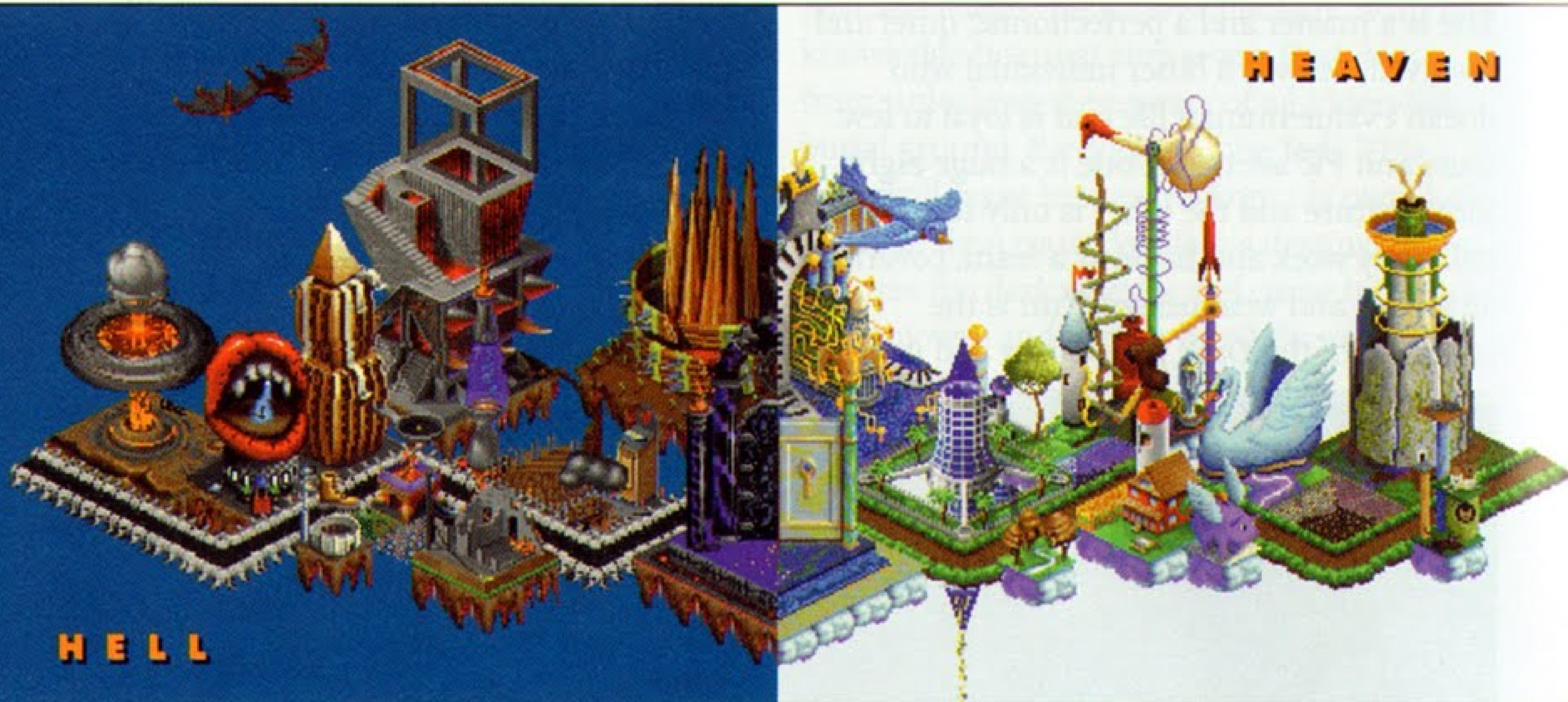
OR FREQUENTLY ASKED QUESTIONS ABOUT AFTERLIFE, THE NEW STRATEGY GAME FROM LUCASARTS

by Tom Byron



Aria Goodhalo and Jasper Wormsworth are a couple of hard workin' stiffs who just happen to have very high-profile jobs. They are, respectively, the angelic and devilish guides found in **Afterlife**, the slightly twisted world-building simulation from LucasArts. It's Aria and Jasper who help players along by keeping them abreast of their successes and failures. They also give helpful advice when appropriate.

We sought and found Aria and Jasper to get answers to some of the more typically asked questions about **Afterlife** (the game, that is).



The Adventurer: What is the game's goal?
Aria: To build a heaven.
Jasper: To build a hell.
Aria: Okay, to build them both, really. You see, souls are randomly generated from the planet below and players have to direct them to their proper rewards and punishments. Players zone areas for the seven deadly sins (in hell) and their respective virtues (in heaven). It becomes a kind of intense balancing act of keeping the souls happy.
Jasper: Yes. I just love telling people where they can go.
The Adventurer: What are Omnibolges and Love Domes?
Jasper: Banned in 38 states!
Aria: Jasper! Seriously, when a game hits the one billion SOUL mark (SOUL stands for Stuff Of Unending Life), players are awarded with Omnibolges (in hell) and Love Domes (in heaven). These sims-within-a-sim let players stretch out gameplay for a virtual eternity.
The Adventurer: What are some of the disasters found in **Afterlife**?
Jasper: I'd say the fact that you're there is disaster enough.
Aria: Jasper, if you don't take this interview more seriously, there will be hell to pay.

Jasper: Don't you mean "hell to *play*?"
The Adventurer: Folks, please.
Aria: Sorry. In heaven some of the disasters include the Hell in a Handbasket, in which a giant basket comes flying over a building, grabs it up and sends it to hell. Then there's the Bird of Paradise, dropping I-don't-want-to-say all over your buildings.
Jasper: Downstairs we have the Heaven Nose, which is kind of like that basket contraption Aria described except it's a huge nose that floats over buildings, takes a whiff and sends the building to heaven. We also have that crazy Disco Inferno. Have you seen this? From out of nowhere, a giant, polyester-clad disco dancer from you-know-where comes traipsing through, destroying everything. I'd say we kill the thing, but, well, it's already dead. Then there's something I thought I'd never see: Hell Freezes Over. This is where entire zones can be frozen and made unusable in a matter of seconds.
Aria: And if you don't do well in the game at all, you'll be visited by the Four Surfers of the Apocalypso who ride demonic waves bearing unspeakable destruction and devastation in their path. They're actually really nice guys once you get to know them.
The Adventurer: Who came up with the idea for **Afterlife**?
Jasper: Our bosses did.
The Adventurer: I meant the game.
Jasper: Oh, that. I did.
Aria: Now, now Jasper, you know that Michael Stemmle did. Living people will recognize him as one of the twisted minds behind the classic adventure **Sam & Max Hit the Road**.
Jasper: Well, I gave him the idea.
The Adventurer: As Aria and Jasper dive into a round of "did not-did too," we invite you all to join us next time on *You Bet Your Afterlife!*

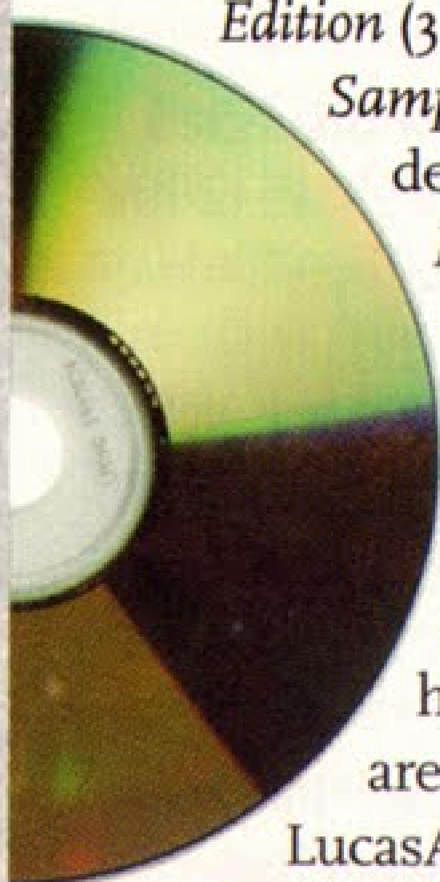
THE LUCASARTS ARCHIVES EXPANDS TO MAC AND STAR WARS

by Tom Byron

Greatest hits albums have long been a way for music companies to re-release classic songs from popular bands. This successful practice hasn't been lost to the world of computer games. It's now very common for game makers to re-release titles in collections of several CD-ROMs, often referred to as game paks.

Among the best-selling game paks of 1995 was **The LucasArts Archives, Vol. I.** This compilation of six CD-ROM titles includes four classic games and two bonus discs. It retails at an incredibly low price, making it a deal few can pass up. **The LucasArts Archives** still sells better than many other companies' new releases, even after being on the market for over a year.

Earlier this year LucasArts released **The LucasArts Macintosh Archives, Vol. I.** This incredible package for the Mac gamer includes *Indiana Jones and the Fate of Atlantis, Sam & Max Hit the Road, Day of the Tentacle, Rebel Assault, Dark Forces Special Edition* (3 levels) and a bonus *Super Sampler* CD that includes playable demos of *Rebel Assault II, The Dig, X-Wing Collector's CD-ROM* and *Mortimer and the Riddles of the Medallion.*



Plans call for a special **LucasArts Star Wars Archives, Vol. I** in the latter half of 1996. The final contents are still to be determined, but LucasArts fans everywhere can rest assured it will be well worth the wait. ESC

The Adventurer

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Special thanks to George Lucas

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Giant Flying Snail's Adventures Revealed in Black Box Recording!

by Casey Donahue-Ackely

OH my, my, my. It can't be. It just cannot be!" Professor Lazlow, renowned scientist of the famous Project Mushroom, dashed toward the gate in the back of his garden, eyes fixed upon a tiny bird on the horizon.

"What is it, Doc?! What's wrong?" Sid had seen the professor panic three or four times since his friend, Sally, had flown off on Mortimer the giant snail, but he could tell this new event was much more alarming than a missing trowel from the tool shed. With a lump forming in the back of his throat, Sid darted after the professor. At the gate, Sid and Lazlow looked up and then ducked quickly as a small, dark object hurtled at their heads.

"Watch out!" cried Lazlow. With a crash, the metal box slammed against a rock directly between Sid and the Professor. "Those confounded owls!" muttered Lazlow. "I do appreciate the deliveries, but I often wish their aim was not so keen."

Kneeling over the box, Lazlow inspected the inscription on the lid. With a shake of his head he heaved a great sigh, and then looked up at Sid with a furrowed brow.

"This is Mortimer's black box. His travel log. I bolted it to his shell right before takeoff, hoping that its records would be useful upon our slimey companion's return."

"Uh-oh," murmured Sid.

"This is terrible!" cried Lazlow. "I suppose we'll have to open it up to hear what happened..."



SNAILDATE 43.6.34000
FRENCH CHEF DREAM AGAIN LAST NIGHT. WHAT DOES A SNAIL HAVE TO DO AROUND HERE TO GET A LITTLE SHUT-EYE? LAZLOW WOKE ME UP WITH THAT WHISTLE OF HIS. WISH HE'D CUT THAT OUT. AND WHAT'S WITH THE KID ON MY BACK? YOU FALL THROUGH A BUSH, FIND A ROCK ON A STRING, AND SUDDENLY YOU THINK YOU OWN THE PLACE! WELL, WE'LL SEE IF SHE CAN KEEP UP WITH THE OLD SLIMENATOR ...

SNAILDATE 43.6.34004
KID IS HEAVY. GOOD AIM, THOUGH. SAVING ANIMALS IS RIGHT UP HER ALLEY. BET THOSE FORMERLY FREEZE-DRIED CHEETAHS APPRECIATE THE HELP. WHO WOULDA' THOUGHT A KID COULD HANDLE THE REVITASCOPE?

SNAILDATE 43.6.34011
WE MET UP WITH A FEW OF LODIUS' FRIENDS WHO TRIED TO SLOW OUR SLIME TRAIL THROUGH THE SAVANNA. APART FROM THEIR NASTY TEMPER, UGLY LOOKS AND OBSESSION WITH SALT, THEY REALLY WEREN'T HALF-BAD. BUT THEY WEREN'T HALF-GOOD, EITHER. THAT KID HAD 'EM PELTED WITH TOP-GRADE SNAIL SLIME BEFORE THEY KNEW WHAT HIT 'EM.

SNAILDATE 43.6.34017
BEAVERS AND NARWHALS AND SNAKES, OH MY! THESE ANIMALS WILL TALK YOUR EAR OFF IF YOU GIVE 'EM A

CHANCE! I DON'T KNOW IF I CAN SQUEEZE ANOTHER INTERVIEW INTO MY DATABASE. WHAT A BUNCH OF HAMS.

SNAILDATE 43.6.34022

THIS LAST GATE REALLY CRACKS ME UP. HOPE HE CAN CARRY A TUNE, WHAT WITH ALL THAT DESERT SAND IN HIS THROAT. AND ALL THESE GLOW-STONES ARE WEIGHING ME DOWN – SURE WISH I COULD DROP SOME EXTRA WEIGHT. HMM, THE KID'S TOO IMPORTANT TO CHUCK ... CAN'T LOSE THE SHELL ... HEY, WHAT'S THIS HEAVY BOX DOING HERE? NO WONDER MY BACK'S BEEN ACHIN' THIS WHOLE WAY! HEY, KID, HELP ME PRY THIS THING OFF. HMPH! IF IT DOESN'T HAVE SLIME, GLOWSTONES OR CHOCOLATE CAKE, WE DON'T NEED IT! OKAY, HEAVE-HO NOW. ONE, TWO, THREE, LOOK OUT BELOW!!!!!!

Lazlow and Sid jumped back in alarm as loud static burst from the speakers inside the black box.

"That Mortimer," sighed Lazlow, shaking his head. "I'm glad they're all right, but how could they jettison the box? Now we'll just have to wait to hear what happens to them. These last words were from the desert. That means Lodius' evil castle was right over the next hill! I hope they make it..." ESC

Mortimer Salutes Be Kind to Animals Kids

by Joyce Briggs
of the American Humane Association



IN **Mortimer and the Riddles of the Medallion**, the new children's game from LucasArts, kids strive to save animals who have been changed to statues by an evil spell. So, it was natural that Mortimer and LucasArts teamed up with the American Humane Association (AHA) to introduce the game during Be Kind to Animals Week, May 5 - 11, 1996, and to salute kids across the country who are already being kind to animals.

The AHA is actively seeking contestants for its Be Kind to Animals Kids contest in conjunction with this special week. Sponsored by Chalkworks sidewalk chalk and PetSmart pet supply stores, the BKA Kid contest is a chance for compassionate children to be honored for extraordinary acts of kindness toward animals.

The child who wins the national contest wins an all-expense paid Hollywood vacation with a chance to visit animal actors on the set of a movie or TV show, a $500 gift certificate from PetSmart and a 10 year supply of Chalkworks sidewalk chalk. Of course, the winner also will receive a copy of LucasArts' **Mortimer and the Riddles of the Medallion**. All finalists will get terrific prizes.

If you know a child between six and 13 who may be the next Be Kind to Animals Kid, you can nominate him or her by writing about his or her qualifications in 200 words or less. Call your local animal care or control agency to see if they are sponsoring a contest in your area. You also can call the AHA directly at (303)546-2929 for a nomination packet that includes more details. The deadline for nominations is June 3, 1996.

Since 1877 the American Humane Association has been protecting animals and children. Its many programs include support for local animal shelters, emergency animal relief and public education campaigns on preventing animal and child abuse. ESC

SAM & MAX

 · LETTERED by LOIS BUHALIS



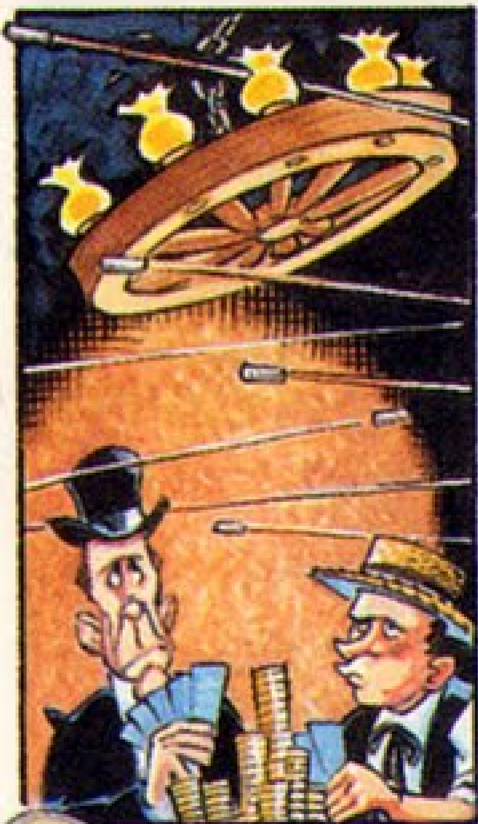


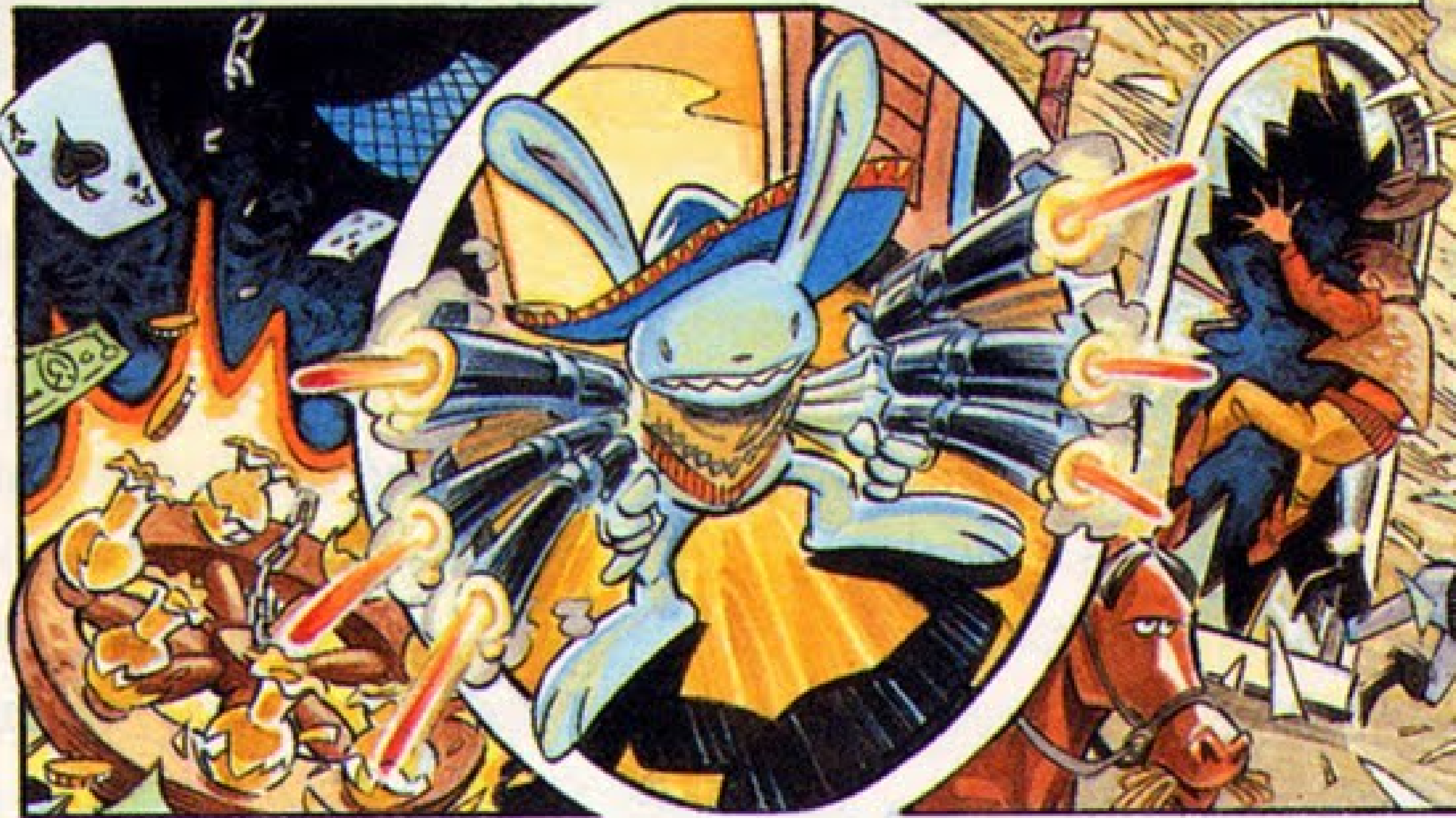








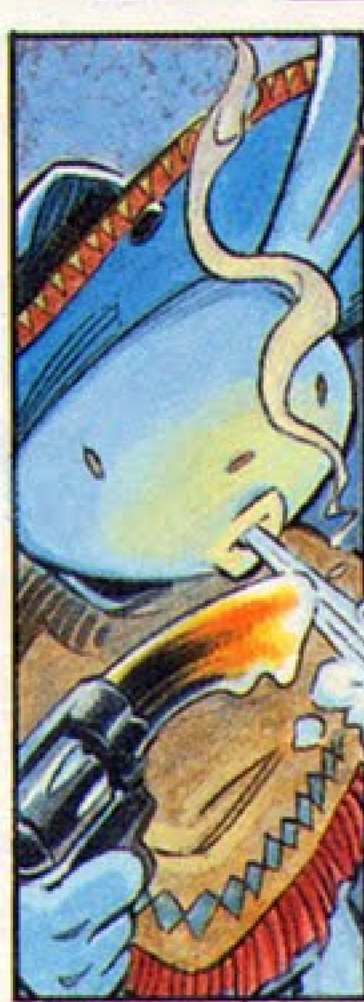








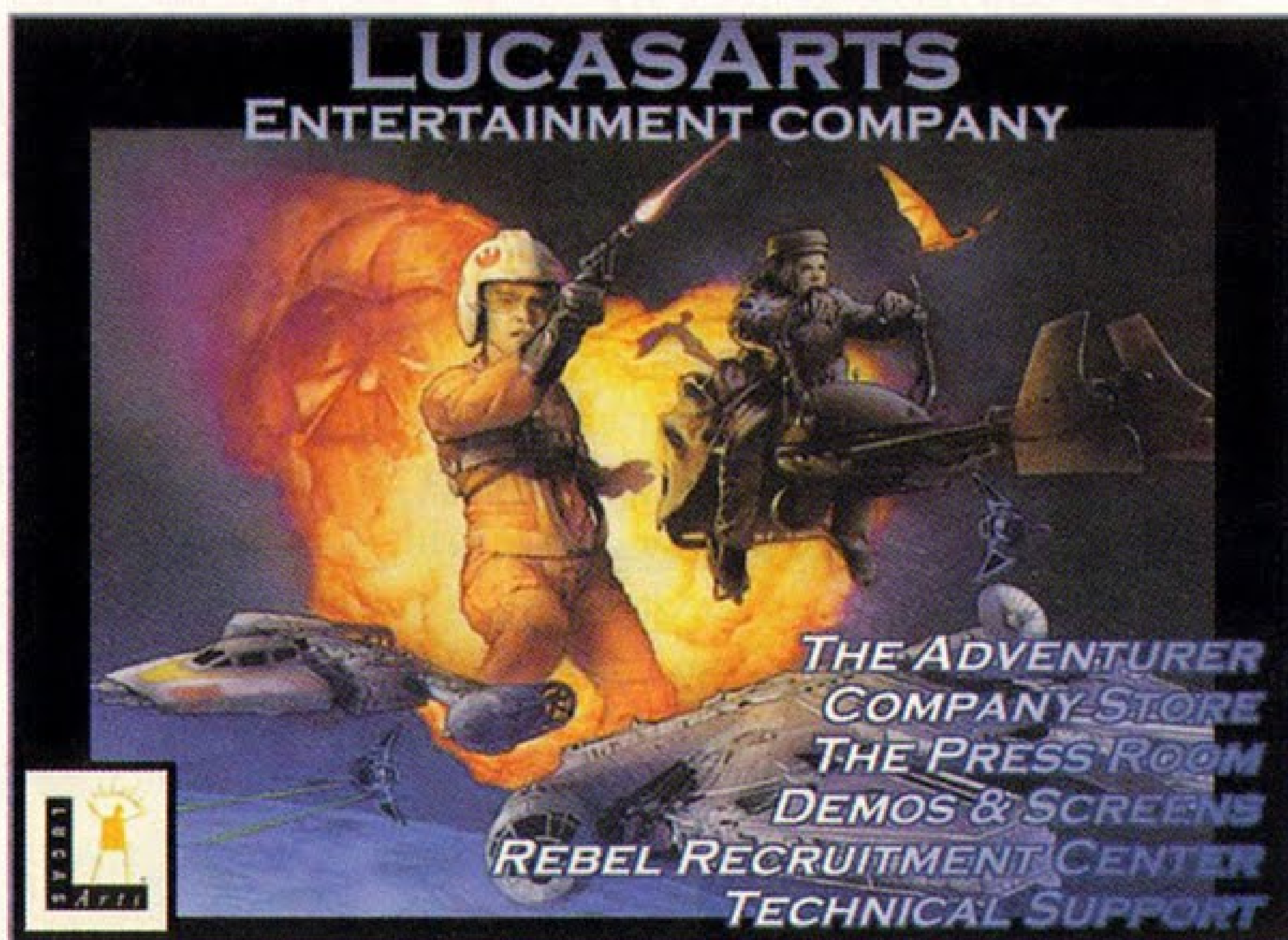






HI my name is Jason and, among other things here at LucasArts, I run our World Wide Web Site. And quite a busy site it is – with more than one million hits a month. If you've ever wondered what it takes to create and maintain a super-cool web site like ours, read on. If you haven't had a chance to visit us yet, put this magazine down, fire up your computer, jump on the information superhighway and get over to www.lucasarts.com. The rest of this article will be much more interesting if you do.

With that out of the way, let's get into it. The



HTTP://behind.the.scenes@lucasarts.com

by jason.deadrich.com

hardware supporting our site is a powerful SGI system, connected to the Internet via a T-1 line. To keep all of our web pages organized and neat, we use a special database that runs on a Macintosh system. I create most of the graphics and web pages on a Pentium-based computer.

So, that's the hardware. Now, let's take a tour of our site, with some behind the scenes background about each area.

The Adventurer This is where you can read an online version of this very magazine or browse through past issues. **Behind the scenes:** Once *The Adventurer* is completed and sent off to the printer, the text from the articles is formatted and coded into HTML and the graphic images are added as they appear in the layout of the magazine. Then the articles and images are entered into our database and the output is copied to the web server.

The Company Store If you're in the mood to shop, we have the place for you. Our very own *Company Store* is online with tons of cool **Star Wars** and LucasArts merchandise. Be sure to check out the **Star Wars** boxer shorts. They're a personal favorite. **Behind the scenes:** At the same time *The Adventurer* is completed, the *Company Store* is updated with all new products. We take the original images of the products and enter them, along with titles, descriptions and prices, into our database. Then, just like *The Adventurer* articles, they are copied to our web server.

The Press Room You're not going to get kicked out of here if you don't have a press pass. For the very latest in happenings here at LucasArts, drop by our *Press Room*. This is where you can bypass the gossip and hear it straight from us. **Behind the scenes:** When our public relations department writes a new press release or makes an announcement, we format and code it in HTML and get it on the web server right away. We also post status reports of projects under development and other juicy information as it happens.

Rebel Recruitment Center Feel up to the challenge of becoming a member of the strongest Force in the software world? Well, stroll into the *Rebel Recruit-*

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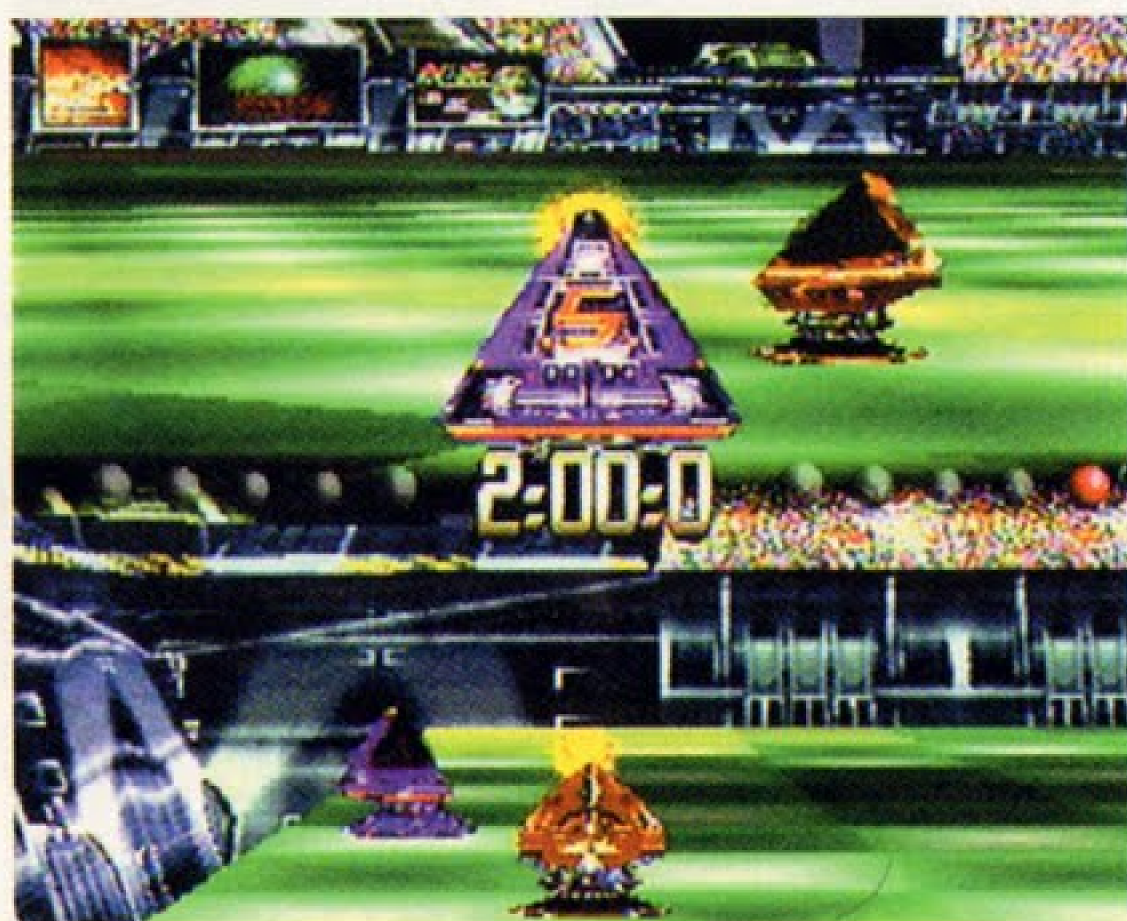
Console Corral

LucasArts Takes the New Consoles by Force

BallBlazer A Classic Game Gets Reclassic-fied for the Next Generation

by Tom Byron

In 1985, Lucasfilm Games set the standard in head-to-head gaming with the release of one of the most spectacular titles of its time: **BallBlazer**. The game, developed for the old



Atari and Commodore 64 platforms, was a super-fast, first-person POV experience in which players operated hovercraft-like vehicles in a kind of futuristic Rugby competition. The object was to maneuver a fiery orb to the opponent's goal. Players who did well went on to vie for the coveted title of Master Blazer. **BallBlazer** was solid, non-stop action.

With the new generation of game systems comes a new life for the breakthrough classic. This year, LucasArts plans to release an all-new, entirely updated version of **BallBlazer** for the Sony PlayStation. The game is being re-designed to take full advantage of the latest technology, and it promises to be an amazing game in a spectacular real-time 3D environment.

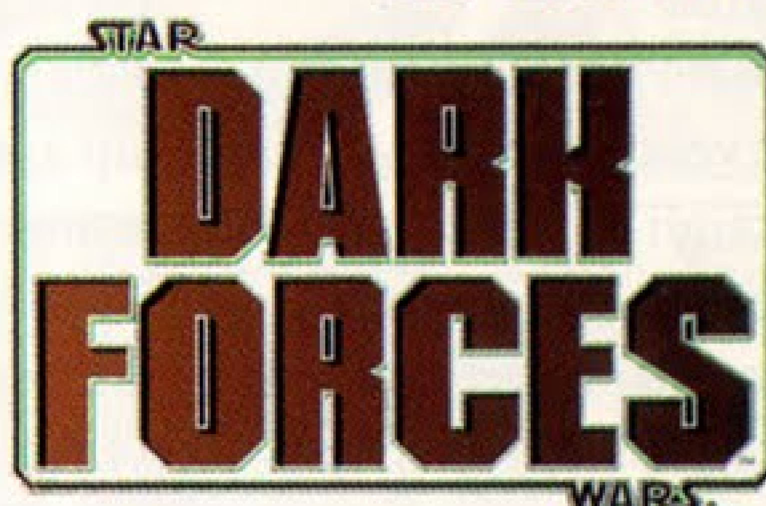
BallBlazer is a blindingly fast, multiplayer sports game that takes place on an artificial asteroid designed to host the Interstellar Ballblazer Championship. The IBC attracts competitors from planets throughout the galaxy who face-off during the course of several high-action and physically intensive tournaments. The objectives and playing field for each tournament varies, but they all require superior rotofoil piloting – and unwavering guts. Watch for **BallBlazer** this winter.

LucasArts Conquers A New Galaxy With Dark Forces and Rebel Assault II For Sony PlayStation

by Tom Sarris

The **Star Wars** universe gets even bigger this summer when two of LucasArts' most popular games, **Dark Forces** and **Rebel Assault II**, are introduced for Sony PlayStation. Both titles, originally available on PC CD-ROM, take full advantage of the PlayStation's advanced graphics and sound capabilities.

Dark Forces is a first-person action-adventure executed in richly detailed 3D environments. The compelling **Star Wars** story is fraught with danger and intrigue. As Rebel special agent Kyle Katarn, players navigate through complex, realistic worlds and harness the fire-power of an arsenal of weapons, including blasters, ion guns, thermal detonators and assault rifles, in order to destroy the Empire's latest weapon: the dark trooper.



Like its predecessor **Rebel Assault**, which has sold more than 1.5 million units worldwide, **Rebel Assault II** is an action-arcade

style game set in the **Star Wars** universe. **Rebel II** features realistic 3D graphics and live-action video – some of the first new **Star Wars** footage since the film, **Return of the Jedi**.

STAR WARS REBEL ASSAULT II™

Rebel II's original storyline focuses on two characters introduced in the first game, Rookie One and Ru Murleen. Gameplay includes action-oriented shooting and flying and follows three models: hand-to-hand combat, flight maneuvering and cockpit combat. Rookie One pilots numerous starfighters, a speeder bike and even a *Millennium Falcon* class freighter.

The Gods Are Crazy in LucasArts' Herc's Adventures For Saturn and PlayStation

by Tom Sarris

Greek mythology is turned into a virtual toga party starring Hercules and his buddies in the light-hearted, two-player arcade-style game **Herc's Adventures** due for Sega Saturn and Sony PlayStation in late 1996. Thrill to destroying the famed Acropolis! Defeat enemies with wrestling moves that would put Hulk Hogan to shame! Battle mythology's most beloved monsters like the evil Minotaur, the poisonous seven-headed Hydra or the dreaded Cyclops! All this leads to your ultimate challenge: face-off against Hades, god of the Underworld.



As one of three ancient Greek heroes – Hercules, Atlanta or Jason – players set off on an epic and off-beat quest to save the cradle of western civilization from ruin. Each hero possesses varying levels of speed, strength, toughness and fighting ability to help them achieve greatness. For instance, feel like picking up houses or throwing around heavy objects? Hercules is *the* man.

Need to outrun the gods? Try Atlanta, the fastest woman in Greece. Or how about Jason? He's young, smart and wields a mean sword and sling.

As the game opens, Hades has kidnapped Persephone, the goddess of fertility, and plans to make her the queen of his dead minions. While imprisoned, life in the mortal world begins to wither because Persephone cannot bring spring to the land. If Persephone is not rescued, all of Greece will die of starvation. Zeus, king of the gods and Hades' brother, chooses not to interfere (probably a Libra!) but will give Greece one chance to save itself. Pondering what is best for the country, Zeus decides to send a mortal hero to save Persephone. The quest is not an easy one, for players face the formidable task of appeasing the gods, freeing Persephone and restoring order to Greek society.

In **Herc's Adventures**, players battle countless gods, mythical creatures and other assorted bad guys throughout the game's vast



field of play. To win, players must gain the support of each of the Greek gods they encounter by completing challenging tasks. Successful players are rewarded with magical keys allowing them access to new areas. When all the items are collected and the gods suitably appeased, players are allowed to enter the Underworld to face-off against Hades in a deadly battle for Persephone.

More on next page

A New Game Emerges from the Shadows

(The following is reprinted with permission from Issue #7 of the Star Wars Galaxy *magazine)*

A cocky, roguish hero; a vile, keenly intelligent enemy; highly charged action; the Rebel Alliance once again in peril; and brand new gaming technology combine to



lay the foundation for **Shadows of the Empire**, created by LucasArts exclusively for the Nintendo 64.



The Empire Strikes Back ends on a grim note, with the Alliance weakened and the Empire fortified. Han Solo is frozen in carbonite and Luke Skywalker is devastated having learned Darth Vader is his father. **Shadows of the Empire** takes place between **Empire** and **Return of the Jedi**, and delves into the criminal underground. An enormous organized crime syndicate, known as Black Sun, wields such incredible power that even the Empire relies on its assistance to grease the wheels of intergalactic commerce. Xizor (pronounced "Sheezor"), the syndicate's shadowy leader, plans to unleash his vast cadre of bounty hunters, smugglers and villains against Luke Skywalker, the Rebel Alliance, and even Darth Vader, in an attempt to become Emperor Palpatine's new second in command.

Only you are standing in his way.

You control Dash Rendar, a confident-bordering-on-arrogant pilot-for-hire and an old friend of Han Solo's. **Shadows** opens at the beginning of **The Empire Strikes Back**, and Dash has landed on Hoth to deliver smuggled weapons to the Rebels. He gets caught up in the infamous Walker battle, and the game kicks into high gear, showing no mercy for those prone to motion sickness.

From that point, **Shadows** jumps ahead to the time between **Empire** and **Jedi**. The battle at Hoth was more than Dash bargained for, and now, with Han being transported by Boba Fett to Jabba the Hutt, all he wants to do is lay low.

But Princess Leia has a way of getting under your skin. You can't resist her pleas to aid in Han's rescue and Luke's protection, and so you must deal with Black Sun and its mysterious leader.

"**Shadows** is quite a unique game in that it covers a number of very different gameplay styles," said project leader Mark Haigh-Hutchinson. "We have the Hoth battle sequence which is flight over terrain at low altitude and high speed, and we also have levels with first-person action in the style of **Dark Forces**. There are several space combat scenes, both as a gunner and as a pilot. In addition to that, we have for the first time a real-time speeder bike chase. And I can't leave out a head-to-head face-off against **Star Wars** legend Boba Fett while buzzing around strapped to a jet-pack."

Though the action varies tremendously, the common thread between all the gameplay styles is full-motion 3D. That means full freedom in a wide open, realistic real-time universe. Whether you're on foot or behind the controls of your souped up Outrider, you decide on your plan of attack – hit that Walker straight on or sneak up from the rear; race through Mos Eisley down the main drag or veer through the alleyway to the left.





Shadows' 12 intense levels are peppered with cool vehicles to control and multi-talented enemies, semi-bosses and super bosses. To name a few, you fly a snowspeeder, a revamped speeder bike called a swoop, and Dash's ship, the Outrider. Enemies include stormtroopers and snowtroopers, AT-STs and AT-ATs, TIE fighters and TIE bombers, Boba Fett and his Slave I, as well as a host of new enemies that operate under Xizor. Between levels you get a minute to catch your breath as cinematic cut-scenes wrap up the previous action and set up the level ahead.

Mark summed up, "With **Shadows of the Empire**, we're making a game that no one has ever seen before in a gameplay style that no one has ever experienced. We're making it fast and we're making it fun." In addition to the game, a novel, comic books, trading cards and other **Shadows**' spin-offs are in the works. ESC

HTTP://behind.the.scenes@lucasarts.com.continued

Continued from page 13

ment Center, and see if you've got what it takes to join our ranks. **Behind the scenes:** Our human resources department gives us job postings as they open up. From there they are formatted and coded in HTML and copied to the web server. When a position is filled, the HTML page is removed from the server.

Technical Support Need a little help getting that game to run? You have full security clearance to access our technical support department's trouble-shooting guides for a quick answer to your technical dilemma. These are updated promptly as we find new solutions to pesky problems. If your question isn't covered, leave the tech specialists a message in our "In-Your-House-Technical Support" request area. **Behind the scenes:** After a product is released, our tech support department sometimes hears of problems never encountered while the product was in testing here. Once they find the solution, they create a master tech support trouble-shooting guide which they use to answer tech calls. When this master document is created, you guessed it, it's formatted and coded into HTML and copied to the web server. This document is always being updated by tech support to add the latest tips and solutions. When using the "In-Your-House-Technical Support" request form, the information that you send is received by a group of top-notch techies, who respond with the answer promptly.

Product Spotlights This is your one-stop shop for all you want to know about the current games. You'll find everything from gameplay tips to interviews with the game designers here; from screen shots to contests. Check it out!

Yup, there's a lot to see here. Luckily, we're open 24 hours a day, 7 days a week. So the next time you're cruising the superhighway, make sure you stop at our exit. We'll be sure to have something new for you each time you stop by. And while you're here, feel free to drop me a note and tell me what you think.

See 'ya in the fast lane...
webjedi@lucasarts.com
Jason Deadrich ESC

¿LucasWho?

When did you start at LucasArts and what was the first project you worked on?

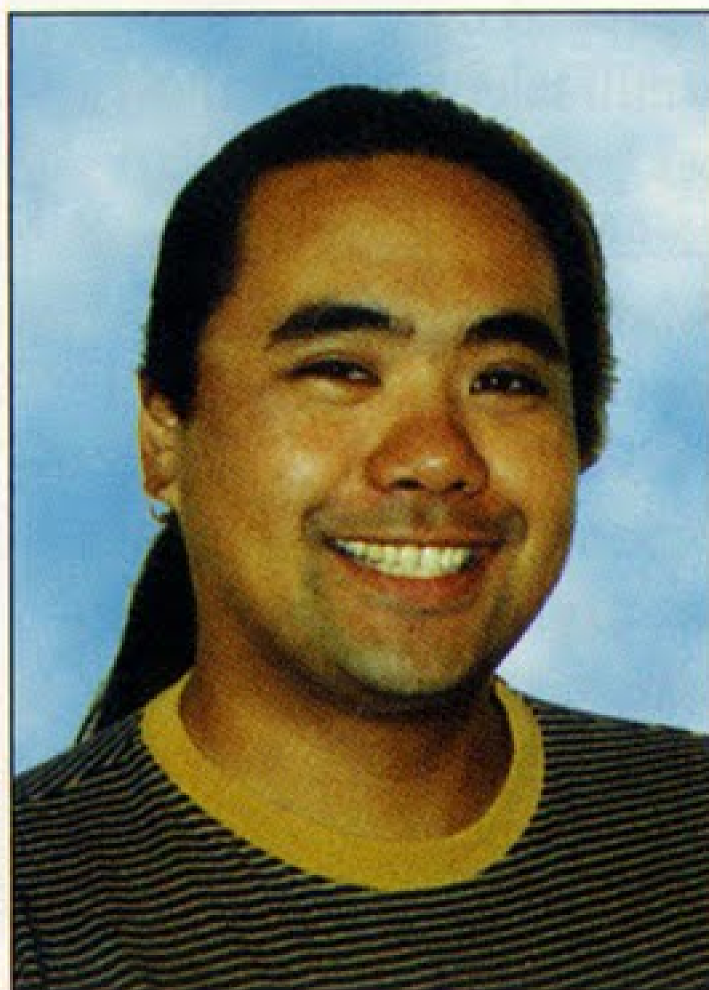
▶ I started in 1991. A friend of mine, Harrison Fong, who worked at Industrial Light & Magic and LucasArts, suggested that I show my portfolio. Before that I worked for Sega. My first project was **Super Star Wars** for the SNES.

Tell us a little bit about what you're working on now.

▶ I'm wrapping up **Afterlife** and working on character designs for a new game. I believe it will be something many **Star Wars** enthusiasts will be excited about.

Tell us your best LucasArts "war story."

▶ I was in charge of building a Star Destroyer level for **Super Star Wars** (as if it needed another level!). The *Millennium Falcon* was supposed to fly alongside and blast out all of the cannons. WOW! It was the night before holiday break and at 7 p.m. my computer crashed and I lost everything! There was a Christmas party happening right behind me as I desperately tried to salvage my work! It was pathetic. It felt like a scene right out of *A Christmas Carol*. Anyway, around 10 p.m. Harrison took pity on me and said I could join the party and deal with it later. Ironically, they later realized they didn't have enough space to use that level in the game!



PAUL MICA
Lead Artist

If you could transport yourself into a LucasArts game, which one would it be and why?

▶ **X-Wing**! Flying an X-wing and blowing up the Death Star is everybody's dream – I hope. Hee hee!

What is your favorite LucasArts game and why?

▶ **Full Throttle**. It was the only game that I could finish!

Why did you choose a career in gaming?

▶ Well, I didn't actually choose it so much as it chose me. It was 1990, and I was getting married and I needed money! I was a freelance illustrator and waiting to get paid was beginning to lose its appeal. A friend told me that Sega was hiring artists and training them in computer graphics. I applied and got a job!

If you hadn't chosen a career in gaming, what would you be doing?

▶ Honestly, I'm really not sure. I know that it would have something to do with art. I've always thought working on movies (character and costume design) would be fun, but after hearing some of my movie friends' horror stories, I'm not so sure.

What do you like doing when you're not at work?

▶ Drawing, listening to music and going on long walks.

What is your favorite vacation spot?

▶ Barcelona. The architecture seems to grow from the Earth! Spaniards say they go to America if they want to sleep! That's my kind of country. Next stop, Tahiti!



Favorite Game **FULL THROTTLE**

Who are your heroes and why?

▶ Martha Stewart. She has a way of finding beauty in something as simple as a turnip.... Seriously, I would have to say my teachers, Barbara Bradley, Baron Storey, Thomas Blackshear and my high school film literature teacher, Bob Hillmoe. My small eyes are a bit larger because of them. ESC

When did you start at LucasArts and what was the first project you worked on?

▶ I started at LucasArts in January 1995 and began almost immediately working on the Macintosh conversions of **Dark Forces** and **Full Throttle**.

Tell us a little bit about what you're working on now.

▶ I'm just now finishing up the Mac version of **The Dig**. I'm also hard at work putting together the first volume of the **Macintosh Archives**. After that, it's onward to the Mac conversions of **Mortimer** and **Afterlife**.



AARON GILES

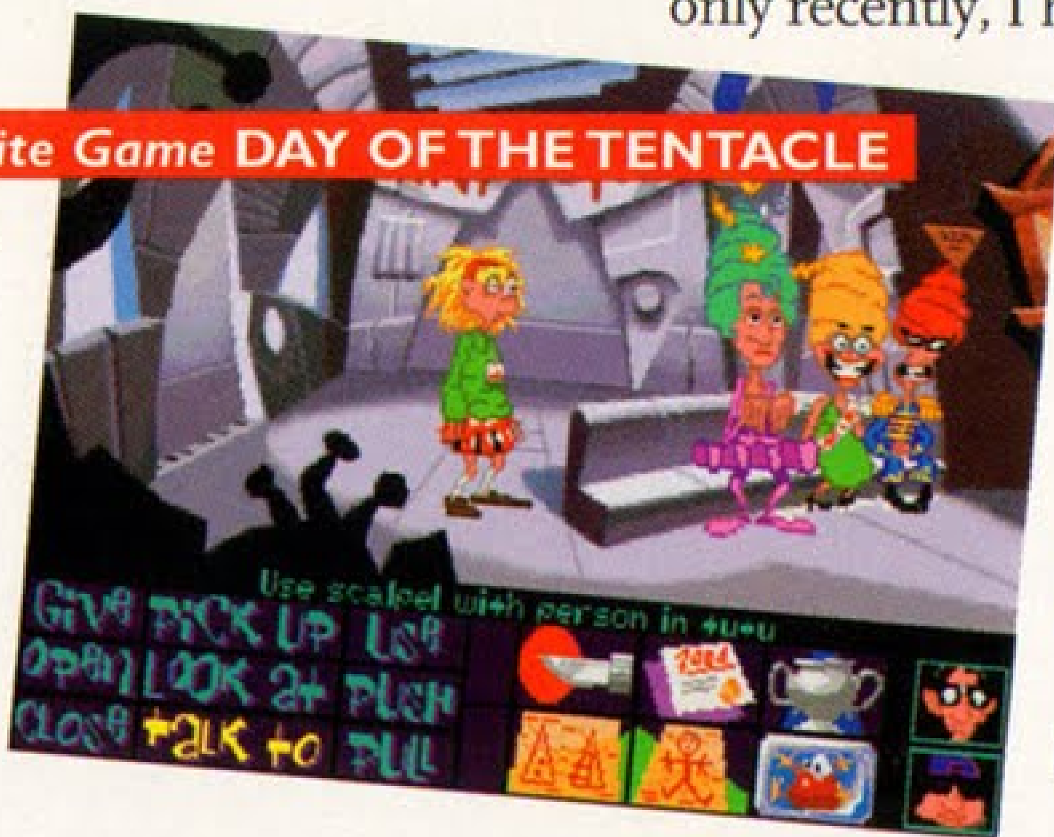
Senior Programmer & Mac Magician

Tell us your best LucasArts "war story."

▶ We were just days away from shipping **Dark Forces** Mac when the QA department found that under certain rare conditions it was possible to slip through the seams between walls into places you technically weren't supposed to go. I spent several very late nights trying to reproduce the problem and find a solution, but it was no use. I was just about to give up when my wife suggested an idea totally out of the blue which put me on the right track!

If you could transport yourself into a LucasArts game, which one would it be and why?

▶ Probably **The Dig**. I think it would be exciting to have a chance to explore an alien world and make first contact with an ancient civilization, despite the obvious dangers.



Favorite Game **DAY OF THE TENTACLE**

What is your favorite LucasArts game and why?

▶ My sentimental favorites are **Day of the Tentacle** and **Sam & Max Hit the Road**. I love the characters in **Day of the Tentacle**, and it's a lot of fun to watch the three timelines intersect and eventually come together in a great climax. **Sam & Max** has fantastic dialogue and easily the tackiest set of locales I've ever had the pleasure to adventure in!

Why did you choose a career in gaming?

▶ I've always been fascinated by arcade and computer games and have been writing games on my own since I first had access to a home computer (an old Heathkit with 48k RAM running CP/M – not exactly the ideal game machine). I stopped writing games for a while in college when I thought there was no way I was going to be able to break into the gaming industry. I'm sure glad I didn't give up hope!

If you hadn't chosen a career in gaming, what would you be doing?

▶ I'd definitely still be doing programming, most likely working on bleeding-edge Internet applications for the Mac. It's something I'd enjoy doing – but not half as much as working on great games.

What do you like to do when you're not at work?

▶ When I can find the time, I really enjoy just getting away from all the technology and going for a nice hike in Marin County.

What is your favorite vacation spot?

▶ Since I moved from the East Coast only recently, I have to say that Northern California is my favorite vacation spot. I love it here. There are so many really cool places to visit, even just within an hour or two drive from where I live.

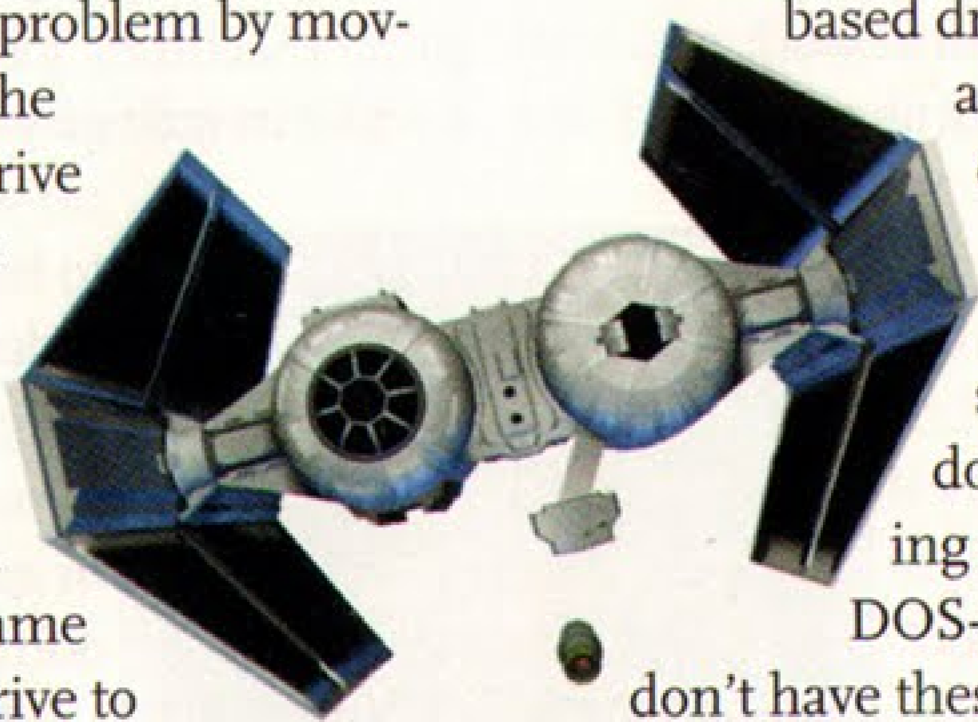
Who are your heroes and why?

▶ I'd have to say that my heroes are the artists and musicians I work with. It's truly amazing to watch an idea that originated as just a few words on a page brought to life through art, animation and music. ESC

TECHIE BENCH

TIE Fighter Collector's CD-ROM Troubleshooting Tips

If you receive the error message, "VESA BIOS not detected. Do you want to run UNIVBE? (Y/N)" This error will most often occur when the game is installed to a drive other than "C." You can fix this problem by moving the TIE.CD file from the root directory of the "C" drive to the root directory of the drive on which you installed TIE CD. Another fix is to launch the game by typing "Z_TIE__ / trebla". This stops the game from looking to the "C" drive to get the needed files to launch. Instead it searches for the TIE.CD file. Either one of these fixes works great.



Microsoft Sidewinder 3D Pro Joysitck Solution We have produced a patch to correct the problems associated with this joystick. It is called TIECDJOY.ZIP and can be downloaded from our online locations. This update should fix problems which some users have experienced with the Microsoft Sidewinder 3D Pro, the Suncom Raptor or other similar joysticks. To use this update, copy the Z_TIE__.EXE file into your C:\TIECD directory. This update will only work if you have done the large or recommended install. It will not work with the minimum install.

Windows 95 Tips

If you're experiencing problems running our games directly through Windows 95, try using a bootdisk to run the game in MS-DOS mode. You may also want to try downloading our new Windows 95 bootdisk utility. It's called ALLBOOT.EXE, and you can download it from our online areas.

To be able to use a bootdisk with Windows 95, you will need to have the DOS-based drivers for your soundcard and your CD-ROM drive (for our CD-ROM based games) installed on your system. We are finding that many systems shipped with Windows 95 as the native operating system don't have these DOS-based drivers loaded. If you don't have these drivers installed on your system, you will need to contact your computer's manufacturer to get copies of them and to get help installing them.

ALLBOOT will create a Protected Mode bootdisk that you can use with **Rebel Assault**, **Full Throttle**, **Sam & Max** and **Dark Forces**. If you want to make a Real Mode bootdisk to use with **X-Wing CD**, **TIE Fighter** floppy, **Indy Fate of Atlantis**, **Day of the Tentacle** or our other Real Mode games, you'll need to make a slight change once ALLBOOT is run.

Add the following three lines to the top of the CONFIG.SYS file on your new bootdisk:

```
DEVICE=C:\WINDOWS\HIMEM.SYS
DEVICE=C:\WINDOWS\EMM386.EXE
    4096 RAM D=256
DOS=HIGH,UMB
```

Additionally, change any instance of DEVICE to DEVICEHIGH

Restart your computer with this disk in the drive and you should be all set. ESC

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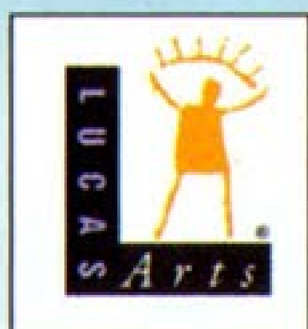
P.O. Box 10307,
San Rafael, CA 94912
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1-900-740-JEDI
(Callers must be 18+ or have parent's permission. Each call costs 75 cents/minute.)

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Company Store

THE CATALOG THAT ADVENTURES ARE MADE OF





They're dead.
They're clueless.

And you're the one who has to take care of them.

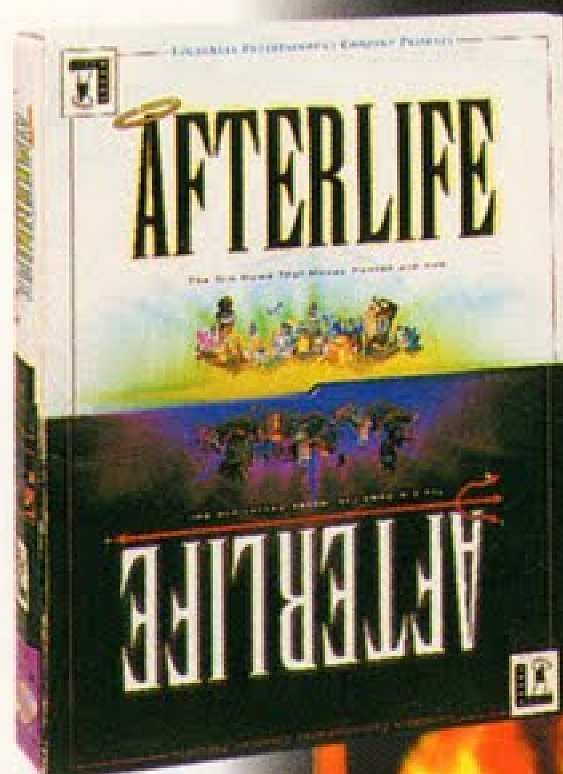
Your Afterlife is waiting . . .

(Hurry! Turn to page 2 – if you think you've got what it takes.)

File Global Window Demo Tutorial



Isn't it time you got an Afterlife?

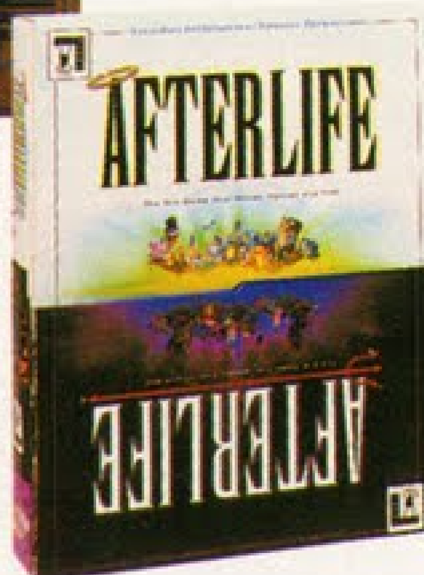


new

Do you have what it takes to manage souls departing from the alien world below? Not only do you have to maintain order in heaven and hell, you've also got to watch out for tongue-and-cheek natural disasters such as The Disco Inferno, Hell Freezes Over and The Heaven Nose (you've got to see it to believe it). This is the ultimate world-building simulation for anyone who thinks they can handle immortality. Afterlife features over 250 richly detailed tiles and structures and dozens of graphs and statistics to help you chart your progress – or failure.

01-053 Afterlife - IBM PC CD-ROM **$49.95**
01-054 Afterlife - MAC CD-ROM **$49.95**





new

Don't look now – but Afterlife has its own "good book."
Being in charge of all those souls is a lot of work – that's why you need the *Afterlife Official Player's Guide.* It's full of hints and strategies to help you overcome the odds.

18-005 Afterlife Official Player's Guide **$19.95**

It's a Lucasfilm Fact

Master filmmaker George Lucas is currently penning the next three Star Wars motion picture installments. He hopes the first new film will be in theaters in 1998. (1-800-98-LUCAS, get it?)



new

The all-powerful cap.
Our baseball cap is a must for anyone in charge of determining the afterlife. Striking embroidery highlights the Afterlife logo on the front and LucasArts logo on the side. Adjustable clasp-strap in back. Black cotton twill. One size fits most adults. Made in the USA.

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A guarantee like no other.
Why buy from LucasArts Company Store*? Nowhere else in the universe can you try out a game (or any of our products) for 30 days and, if you encounter any problems, return it for a prompt exchange or refund. In other words, your entire order is unconditionally guaranteed. And that's a LucasArts* Company Store promise.

Compatibility?* The Company Store's *got what you're looking for.

	MAC (floppy)	MAC (CD-ROM)	IBM (floppy)	IBM (CD-ROM)
Afterlife		■ New		■ New
Dark Forces		■		■
Day of the Tentacle		■	■	■
Full Throttle		■		■
Indiana Jones and his Desktop Adventures			■ New for Windows	
Indiana Jones/ Fate of Atlantis	■	■	■	■
LucasArts Archives		■ New		■
Monkey Island 2	■		■	
Mortimer and the Riddles of the Medallion		■ New		■ New for Win95
Rebel Assault		■		■
Rebel Assault II		■		■
Sam & Max Hit the Road		■	■	■
Star Wars Screen Entertainment	■		■ Windows	
The Dig		■ New		■
TIE Fighter Collector's CD-ROM				■
X-Wing Collector's CD-ROM		■		■



Don't look now . . .
But now anyone can be in charge of billions of souls in Afterlife (page 2). Or take a thrilling, high-flying 3D adventure with the kids and Mortimer (page 30). Or perhaps be brave enough to take on Darth Vader with your very own lightsaber (page 28). Whatever the case, you can be sure that where there's excitement, there's the LucasArts *Company Store.* In this, our latest edition, we're featuring brilliant new computer games, along with a bevy of cool apparel and even cooler gifts. It's your best one-stop-shopping source this side of the Milky Way. And to prove it, your personal LucasArts Shopping Assistants are standing by to provide you with any help you need to place an order. Just call us toll-free at 1-800-98-LUCAS, and let us know how we can help.

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Pick out your "must-haves," rush to the nearest phone, and dial 1-800-98-LUCAS. Or you can fax us at 1-818-587-6629. You can also mail your order to us using our easy-to-fill-out order form. And we'll get your order to you faster than you can say "R2-D2" (well, maybe not that fast . . . but you know what we mean). See the order form for your choice of convenient shipping options.

Take the gift – we insist!
Because you're part of the exclusive LucasArts *Company Store* family, we want to thank you for ordering by giving you our go-anywhere LucasArts 12-oz. travel mug, with a special top that keeps spills from happening when you're on the road. This $7.95 value is yours free with any $50 purchase – but you must hurry. This offer is only good for orders received or postmarked before June 30, 1996.



new
Good morning, Vader!
If anyone can get you out of bed, Darth Vader can – especially with this novel AM/FM alarm clock radio, with built-in antenna and rotary volume control. 5½"W x 5⅞"H. Uses three AA batteries (not included).

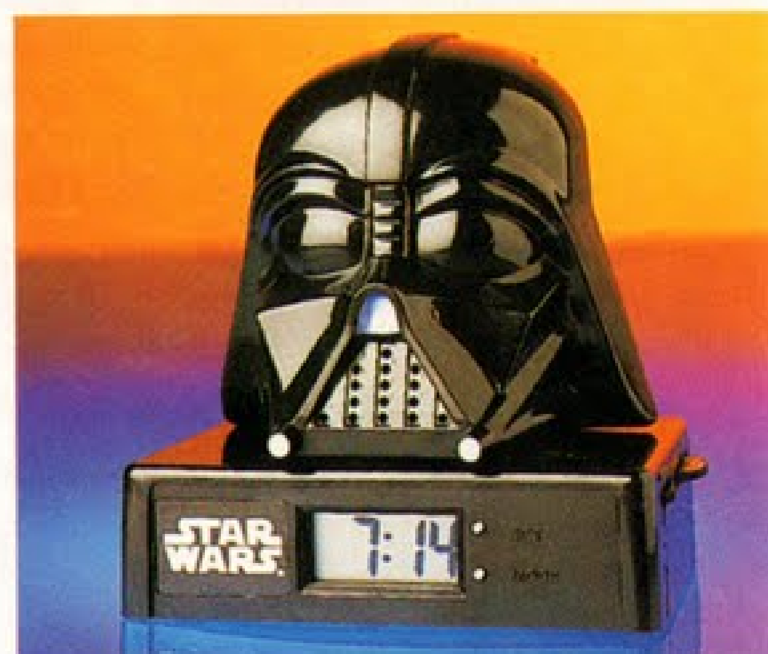
19-003 Darth Vader Alarm Clock **$27.95**

"Anything you can say, I can say – right back!"

new
R2-D2 said what?
You heard him! This durable plastic, voice-activated R2-D2 does more than look cute on your desk. It also "repeats" everything you say – so keep it clean. Great as a gift – especially for yourself. Uses four AA batteries (included).

19-004 "Talking" R2-D2 **$29.95**





LucasArts Company Store introduces gifts with a lot of character

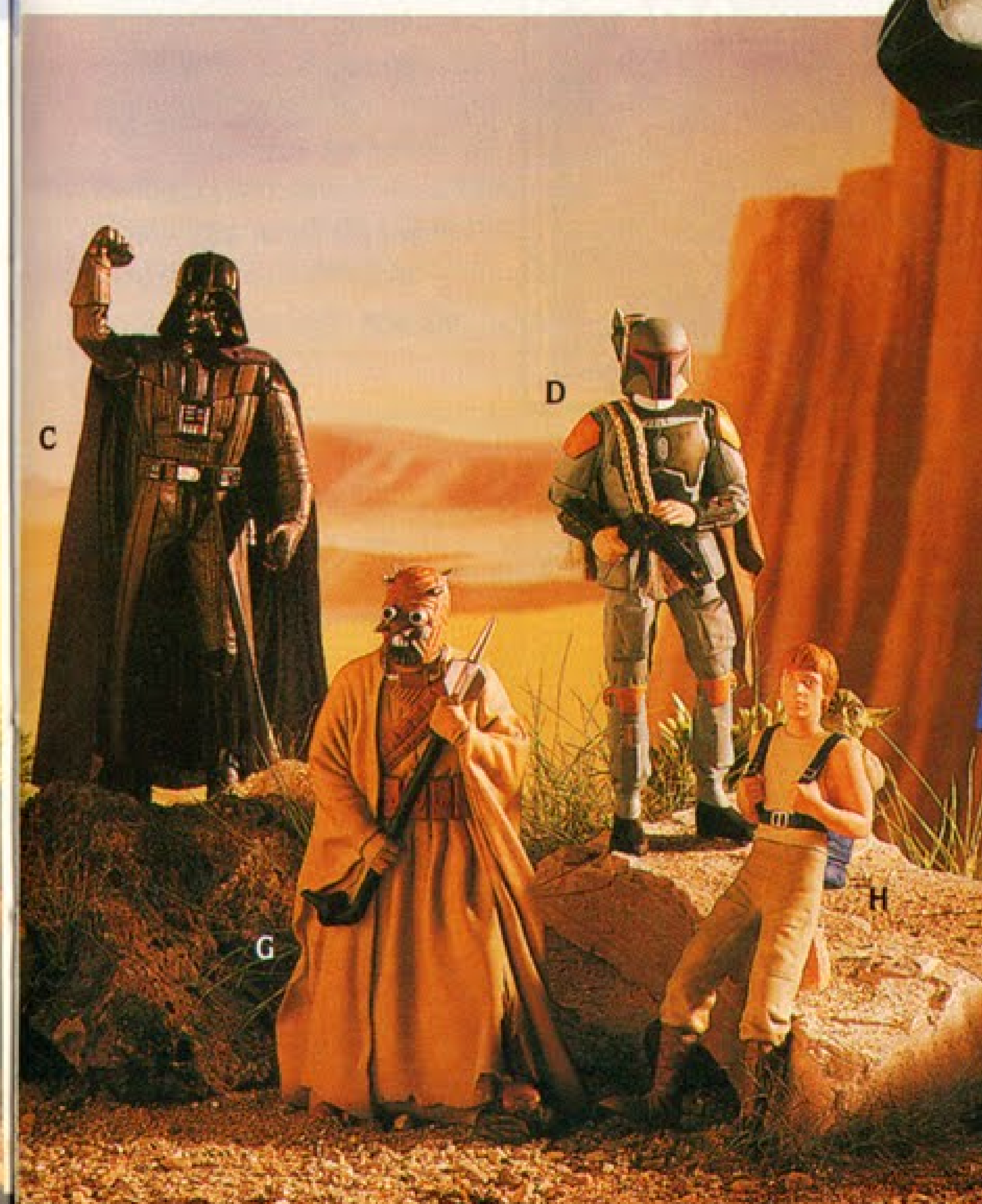
It's a Lucasfilm Fact

In Return of the Jedi, when Han and Leia are trying to destroy the shield generator on the planet Endor, the power-source shown appears to be a series of plastic cups turned upside-down.

Incredibly detailed dolls capture the spirit of Star Wars.
Inspired by classic scenes from the *Star Wars* trilogy, these vinyl dolls feature strikingly realistic details and come complete with movable parts and their own accessories. Choose Princess Leia Organa in Endor outfit with removable headgear, Chewbacca carrying a dismantled C-3PO, Darth Vader with cloth cape, Boba Fett with movable arms and gun, Emperor Palpatine with a glow-in-the-dark hand, Han Solo disguised as a stormtrooper with removable helmet, Tusken Raider with movable head, Luke Skywalker in training with Yoda – or, better yet, choose the complete set and save!

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Fill 'er up.
No collection is complete without our inventive ceramic coffee mugs that feature the realistic, three-dimensional faces of your favorite *Star Wars* characters. Not recommended for use in microwaves or dishwashers. Each arrives gift-boxed and holds approximately 14 oz.

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C. 03-015 **New!** Gamorrean Guard Mug **$19.95**
D. 03-014 **New!** Bib Fortuna Mug **$19.95**
E. 03-017 **New!** Tusken Raider Mug **$19.95**
F. 03-004 Darth Vader Mug **$19.95**
G. 03-018 **New!** Emperor Palpatine Mug **$19.95**
H. 03-005 Stormtrooper Mug **$19.95**





The clever cover-up . . .
Great for him or for her, these boxer shorts are terrific for lounging. 100% cotton; machine washable. Made in the USA. Choose unisex S, M, L or XL.

20-002 *Star Wars* Boxer Shorts **$12.95**

STAR WARS
Collectibles



A



B



C



E



D



F

Let's dish!

Enthusiasts of gallery-worthy collector's plates know that Hamilton creates the finest – and most prized – collections. Here we present six colorful plates that have been inspired by your favorite scenes from the most famous trilogy of all time.

A. 06-001 *Return of the Jedi* Collector's Plate (9¼"Dia.) **$34.95**
B. 06-002 *Star Wars* Collector's Plate (9¼"Dia.) **$34.95**
C. 06-003 *The Empire Strikes Back* Collector's Plate (9¼"Dia.) **$34.95**
06-008 **Save!** Set of 3 Trilogy Plates **$95.95**

D. 06-004 Star Destroyer Collector's Plate (8¼"Dia.) **$34.95**
E. 06-006 TIE Fighter Collector's Plate (8¼"Dia.) **$34.95**
F. 06-005 *Millennium Falcon* Collector's Plate (8¼"Dia.) **$34.95**
06-007 **Save!** Set of 3 Vehicle Plates **$95.95**

Calling all collectors! Here's the book you've been waiting for.



As the 20th anniversary of the first *Star Wars* film approaches, the popularity – and value – of collectibles inspired by the famous trilogy increases. This essential guide is your complete source of current authentication, worth and more. 8" x 11". Color and black and white; 224 pages.

90-901 Tomart *Star Wars* Collectibles Price Guide **$26.95**

It's a Lucasfilm Fact

It took* Star Wars *sound technician Ben Burtt a full year to collect and mix different sounds and noises to be used for the vehicles and creatures seen in the film.

new

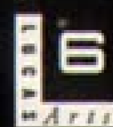
***Raise a toast to* Star Wars.**

These collectible and decorative steins have been inspired by the greatest movie trilogy of all time. Each ceramic "mug" depicts a famous scene in dramatic full color. Not recommended for use in the dishwasher or microwave. Approximately 5⅜"H.

A. 08-008 *Star Wars* Hof Brau Stein **$24.95**
B. 08-009 *The Empire Strikes Back* Hof Brau Stein **$24.95**
C. 08-010 *Return of the Jedi* Hof Brau Stein **$24.95**
08-011 **Save!** Set of 3 Hof Brau Steins **$69.95**



A C B



New! Series III



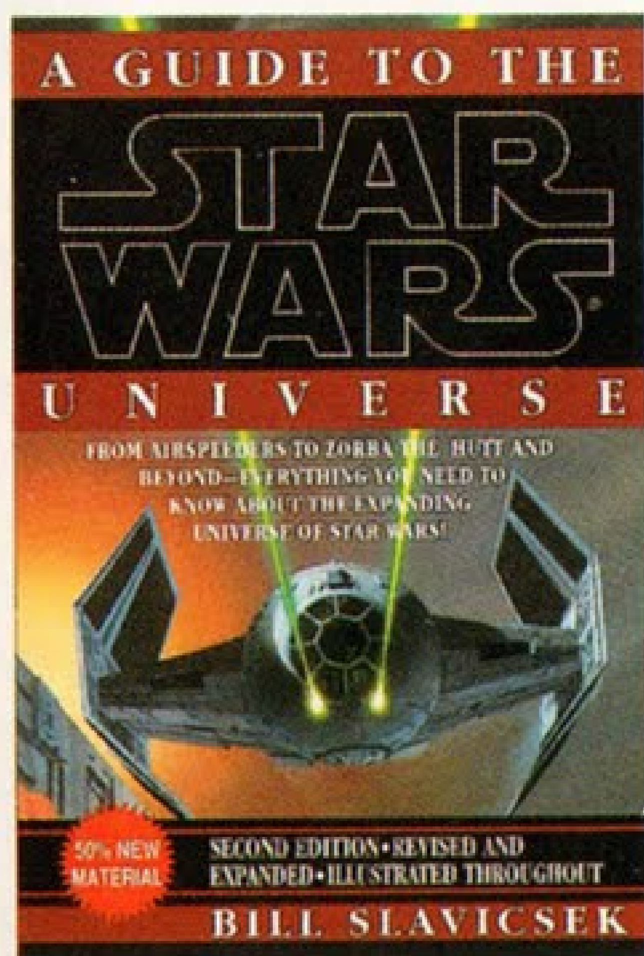
Don't miss your chance to own the Series III Tin Trading Cards!
New for 1996, Series III of these remarkably unique sets of 20 tin trading cards from Metallic Images. Each card features an image from the acclaimed *Star Wars* trilogy. The set arrives in a matching tin that's been individually numbered for authenticity. Collectors take note: We still have limited availability on 1995's Series II.

08-007 *Star Wars: Return of the Jedi* Tin Trading Cards - Series III **$49.95**
08-001 Still available: *Star Wars: The Empire Strikes Back* Tin Trading Cards - Series II **$49.95**

new
Technically speaking . . .
You won't want to be without this essential book that takes an in-depth look at the spacecraft and exotic locales, along with the intense histories, of the Imperial and Rebel forces. Features an eight-page fold-out of *Star Wars*-inspired blueprints. 11" x 8¼". Color and black and white photos; 190 pages.

07-008 *Star Wars* Technical Journal **$34.95**





Need help navigating your way around the* Star Wars *universe?
Sure you do! And our insightful guide is just the ticket to discovering fun facts about characters, vehicles, planets and battles you'll encounter. A must for any *Star Wars* trivia buff or the serious collector. 5½" x 8¼". Color and black and white; 448 pages.

07-002 *A Guide to the* Star Wars *Universe* Book **$9.95**

Last chance to buy the Bespin set.
The classic *Star Wars* figurine gift set – featuring an action-inspired Darth Vader, Luke Skywalker, C-3PO, R2-D2, Han Solo and Chewbacca on Bespin display platform. Gift-boxed. Each set has been individually numbered for authenticity. (Applause has sold out of this special gift set.)

03-001 Figurine Gift Set **$19.95**

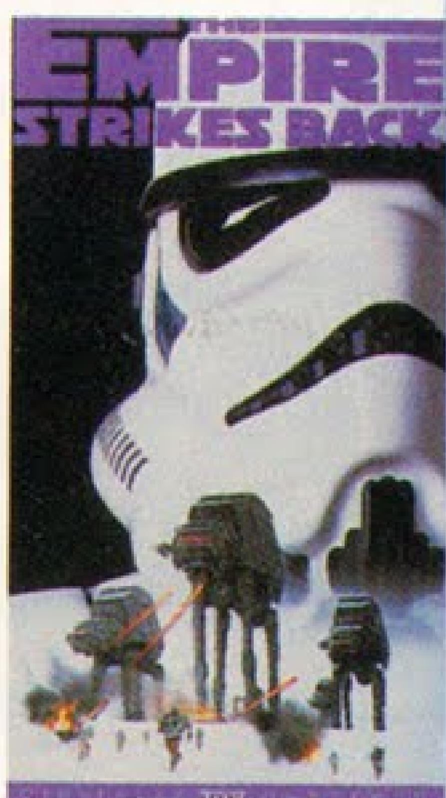


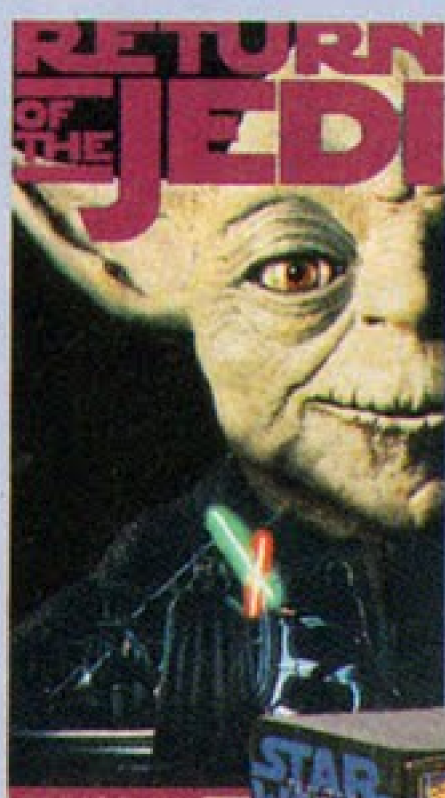
STAR WARS TRILOGY

It's a Lucasfilm Fact

Next time you enjoy Star Wars: A New Hope, watch the scene in which stormtroopers enter the Death Star control room where C-3PO and R2-D2 are hiding. One of the stormtroopers accidentally bumps his head on the door.









See the acclaimed films as you've never seen them before. For a limited time, Lucasfilm has unveiled an exclusive boxed set that features the famous trilogy, *Star Wars, The Empire Strikes Back* and *Return of the Jedi*, digitally mastered in THX – complete with enhanced sound. Hurry, while you still have a chance to own 1995's bestselling videos. Gift-boxed; three VHS videocassettes. Total running time: 386 minutes.

90-202 Digitally Mastered Trilogy - VHS **$34.95**

Authentic* Star Wars *limited-edition 70mm film originals. For a limited time, you have the chance to own a one-of-a-kind 70mm film frame, presented in a protective, sealed acrylic holder and displayed with its own unique history and story card. Each is hand-numbered and limited to an availability of only 9,500 complete sets! No two are exactly alike! The film frame can be viewed with ambient light through the holder's die-cut window. Don't miss this rare opportunity to own actual footage from the *Star Wars* film. Order individually, or collect the complete set.
$24.95 each

Full-screen, letterbox image

One-of-a-kind, 70mm film frame, viewable through a die-cut window

Protective, holographic seal

Diamond-cut acrylic holder

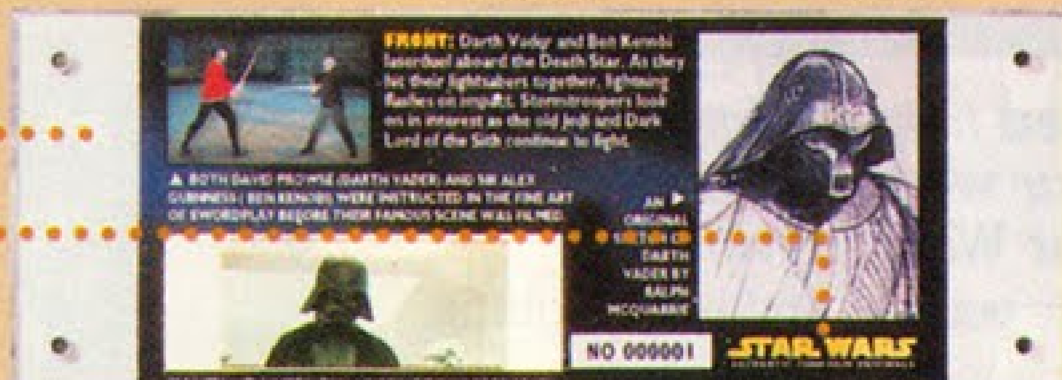
Individually numbered, recording your 70mm film frame



FRONT

2¾"H x 6½"W

BACK



04-001 Luke Skywalker Edition
04-002 Darth Vader Edition
04-003 Princess Leia Edition
04-004 Ben Kenobi Edition
04-005 Han Solo Edition
04-006 Chewbacca Edition
04-007 Aliens & Creatures Edition
04-008 Galactic Empire Edition
04-009 Stormtroopers Edition
04-010 Rebel Alliance Edition
04-011 C-3PO Edition
04-012 R2-D2 Edition
04-018 **Save!** Set of 3 **$69.95**
04-019 **Save!** Set of 6 **$136.95**
04-020 **Save!** Set of 9 **$199.95**
04-017 **Save!** Set of All 12 **$259.95**



new

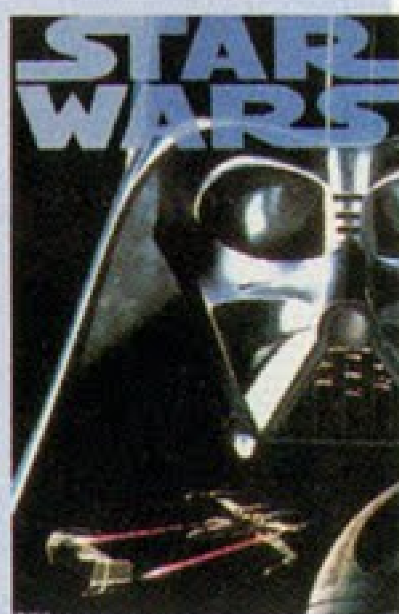
What time is it in the Star Wars universe?
Probably time to watch the trilogy again! And this sleek watch is the best way to keep track of the hours.

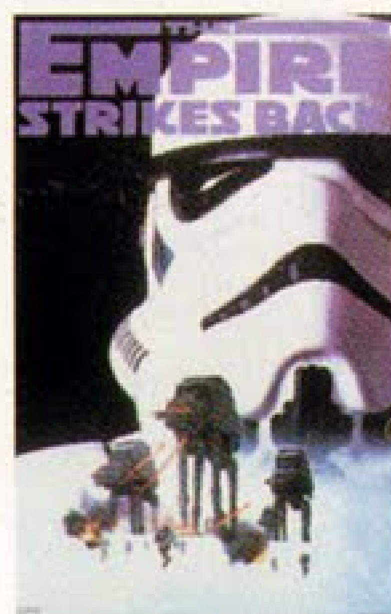
92-301 THX Watch **$49.95**

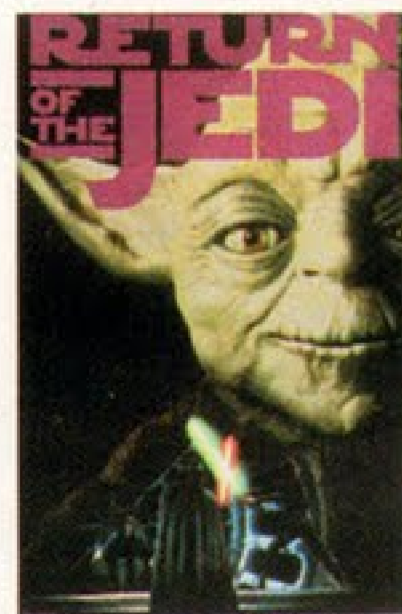


Trilogy tees.
This trio of silk-screened tees celebrates the inspirational power of the Force. 100% cotton; machine washable. Made in the USA. Choose M, L or XL.

09-001 *Star Wars* Tee **$15.95**
09-002 *The Empire Strikes Back* Tee **$15.95**
09-003 *Return of the Jedi* Tee **$15.95**







Star Wars *posters.*
Inspired by the artwork on the THX digitally mastered trilogy (sold on page 8), these amazing 24" x 36" heavy-weight posters with metallic ink are suitable for framing.

12-004 *Star Wars* Trilogy Poster Set **$15.95**

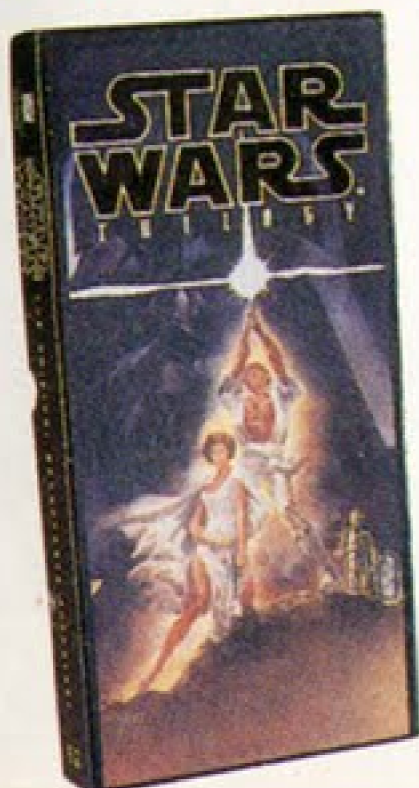
The music is going to move you . . .
Relive the thrilling moments and escapades as you hum along with the score of all three *Star Wars* soundtracks on four digitally mastered compact discs. Complete with previously unreleased tracks. Performed by the London Symphony Orchestra with composer John Williams conducting.

91-001 The Complete *Star Wars* Soundtrack **$54.95**



Your "ties" to the Force . . .
Wield true power wearing one of our 3¼"-width ties that celebrate the new artwork from the digitally mastered trilogy. Choose Darth Vader, Stormtrooper or Yoda – or all three! They're great for "casual Fridays." 100% polyester. Made in the USA.

20-003 *Star Wars* Tie **$19.95**
20-004 *The Empire Strikes Back* Tie **$19.95**
20-005 *Return of the Jedi* Tie **$19.95**



***Rediscover the art of* Star Wars.**
Which came first: the vivid film sequences or the artwork? You decide. *A New Hope* and *Return of the Jedi* include complete scripts and dialogue.



07-003 The Art of *Star Wars* - Episode IV, *A New Hope* **$17.95**
07-004 The Art of *Star Wars* - Episode V, *The Empire Strikes Back* **$17.95**
07-005 The Art of *Star Wars* - Episode VI, *Return of the Jedi* **$17.95**

Star Wars makes everyday transportation a thing of the past.



new

Did somebody say "action"?
This intricately detailed snowspeeder is based on the same models used in *The Empire Strikes Back* and includes two mini-figures – Luke Skywalker and a Rebel gunner – that fit into the vehicle for power-packed excitement. 1 5/8"H x 4 5/16"W vehicle comes complete with display stand. See page 29 for other Action Fleet sets.

16-012 Snowspeeder Action Fleet **$15.95**



The electronic X-wing fighter from Kenner.
Thrilling "laser" and "engine" sounds are emitted from this highly detailed replica of Luke Skywalker's X-wing. Quick-lift canopy raises to hold one Kenner figure (not included – see pages 28 and 29). 12"W x 14"L.

02-014 Electronic X-wing Fighter **34.95**

It's a Lucasfilm Fact

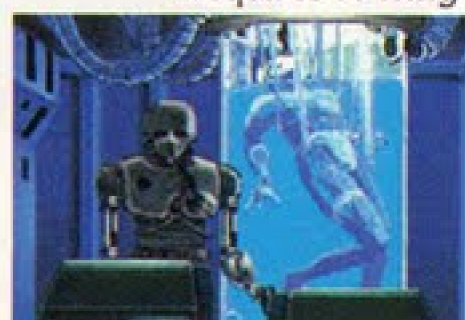
In Star Wars: A New Hope, cutouts were used to represent some of the starfighters "parked" in the background of the Rebel hangar bay.

Prepare your X-wing to do battle with Darth Vader.
The Rebel Alliance is counting on you to match your wits against the evil Empire's top pilots. X-Wing Collector's CD-ROM includes all of the eye-popping graphics and the ear-inspiring sounds of Imperial Pursuit, B-wing and six other fast-paced missions.

01-024 X-Wing Collector's CD-ROM - IBM PC **$29.95**
01-025 X-Wing Collector's CD-ROM - MAC **$49.95**
24-001 X-Wing Strategy Guide **$19.95**

Still available:
01-007 X-Wing - IBM PC 3.5" DISK **$24.95**
***01-030** B-Wing - IBM PC 3.5" DISK **$19.95**
***01-029** Imperial Pursuit - IBM PC 3.5" DISK **$19.95**
Or Buy All 3 for **$39.95**
*Requires X-wing

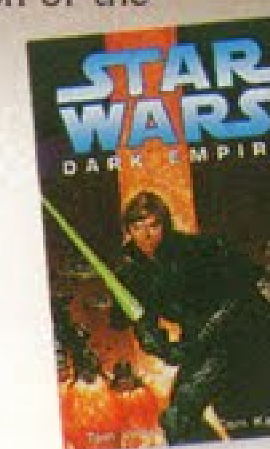


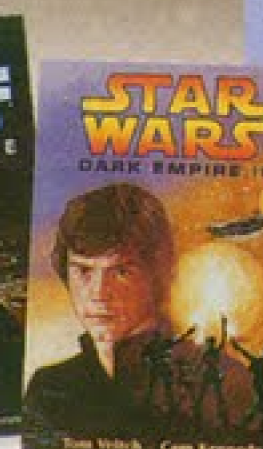


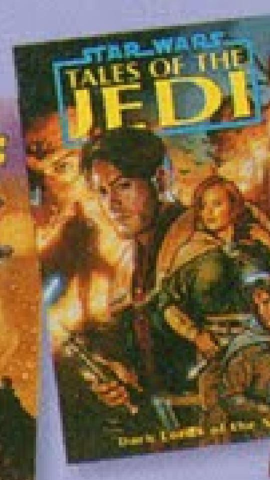


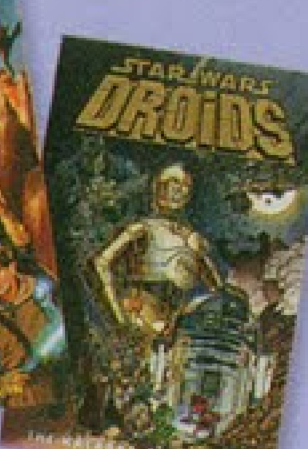
Our collection of Dark Horse comic books just got bigger.
Collectors everywhere know the value – and pleasure – in owning the first collection of the Dark Empire comic books. Now you have a chance to own Series II, plus a collection of two new series: *Tales of the Jedi* and Droids.

90-001 Dark Empire Comic Book Collection I **$17.95**
90-002 Dark Empire Comic Book Collection II **$17.95**
90-003 **New!** *Tales of the Jedi* Dark Lords of the Sith Comic Book Vol. II **$17.95**
90-004 **New!** The Droids Comic Book **$17.95**









Can you identify a Dreadnaught?
No *Star Wars* aficionado is going to want to be without both of these tell-all resources. *The Essential Guide to Vehicles and Vessels* and *The Essential Guide to Characters* (not shown) feature incredible details by Bill Smith with original illustrations by Lucasfilm's Doug Chiang and schematics by Troy Vigil. Fascinating histories are also included. Each is 11" x 8 1/4"; softbound and 202 pages.

07-006 *The Essential Guide to Vehicles & Vessels* **$18.95**
07-007 *The Essential Guide to Characters* (not shown) **$18.95**



Animated bank has a lot on its mind.
Just deposit some spare change, and C-3PO will move and speak while R2-D2 pushes your money into the bank. Makes a terrific gift. 9"H x 7"W. Batteries included.

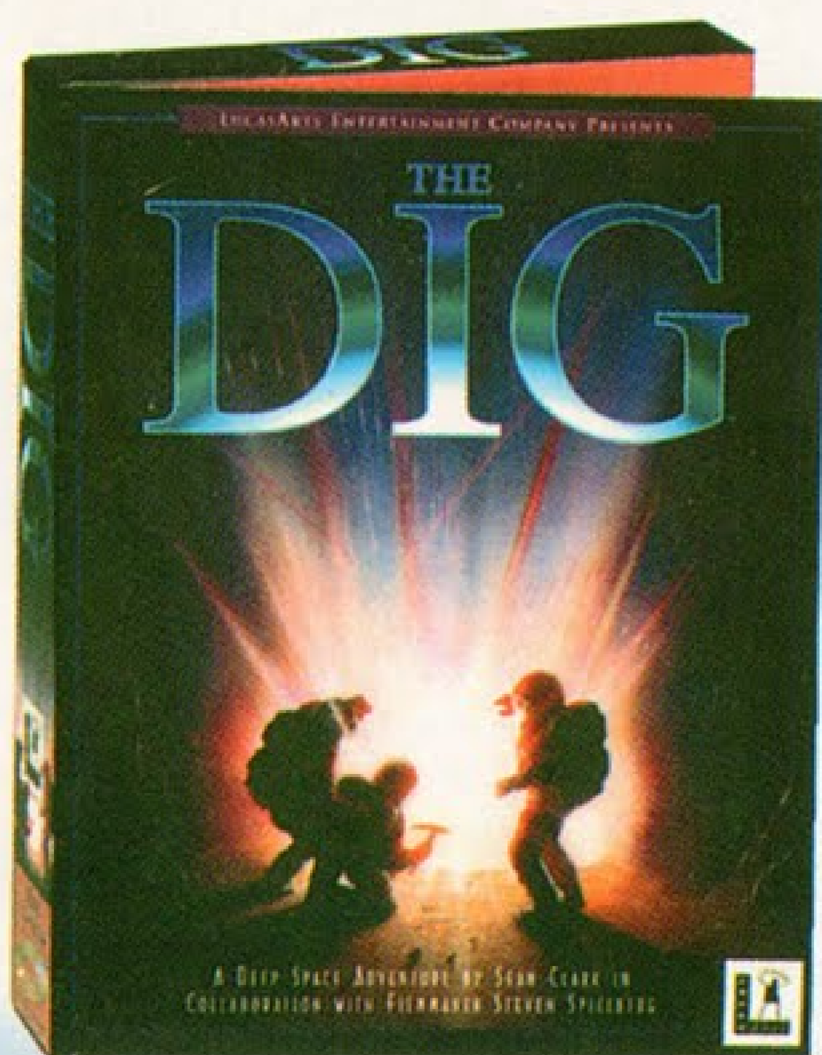
90-801 R2-D2/ C-3PO "Talking" Bank **$19.95**



Construct the* Millennium Falcon *from the ground up.
Star Wars and model enthusiasts alike won't want to miss adding this authentically detailed model to their collections. Finished piece measures 10"Dia.

10-004 *Millennium Falcon* Model Kit **$19.95**

The Dig unearths a mysterious new world. Do you have what it takes to survive?

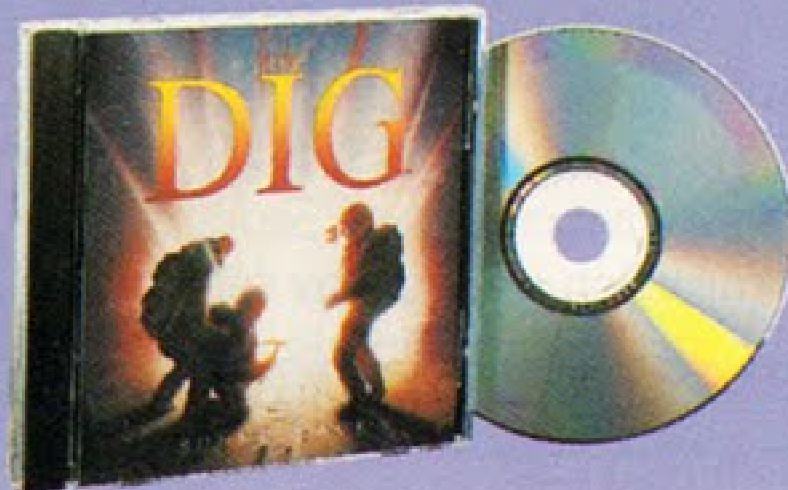


The greatest mystery of all awaits.
An unbelievable adventure is waiting for you on the other side of your computer screen. A team of astronauts has been mysteriously transported to an alien world, where they must uncover artifacts of an ancient, yet advanced civilization. With ILM-contributed special effects, a sensational musical score, over 200 locations and hundreds of puzzles, The Dig™ promises to take you where you've never been before. Windows 95 compatible.

01-031 The Dig - IBM PC CD-ROM **$49.95**
01-049 The Dig - MAC CD-ROM **$49.95**
18-004 The Dig Strategy Guide **$19.95**

Compelling. Moving. Alluring. The Dig Soundtrack.
The entrancing Wagnerian musical score will leave you spellbound for hours and help you relive your adventures even when away from your PC. On digitally mastered compact disc. Includes a LucasArts Super Sampler Demo CD-Rom.

91-301 The Dig Soundtrack on CD **$15.95**



Discover The Dig head first.
Our sporty cotton denim baseball cap features an adjustable leather back-band. One size fits most.

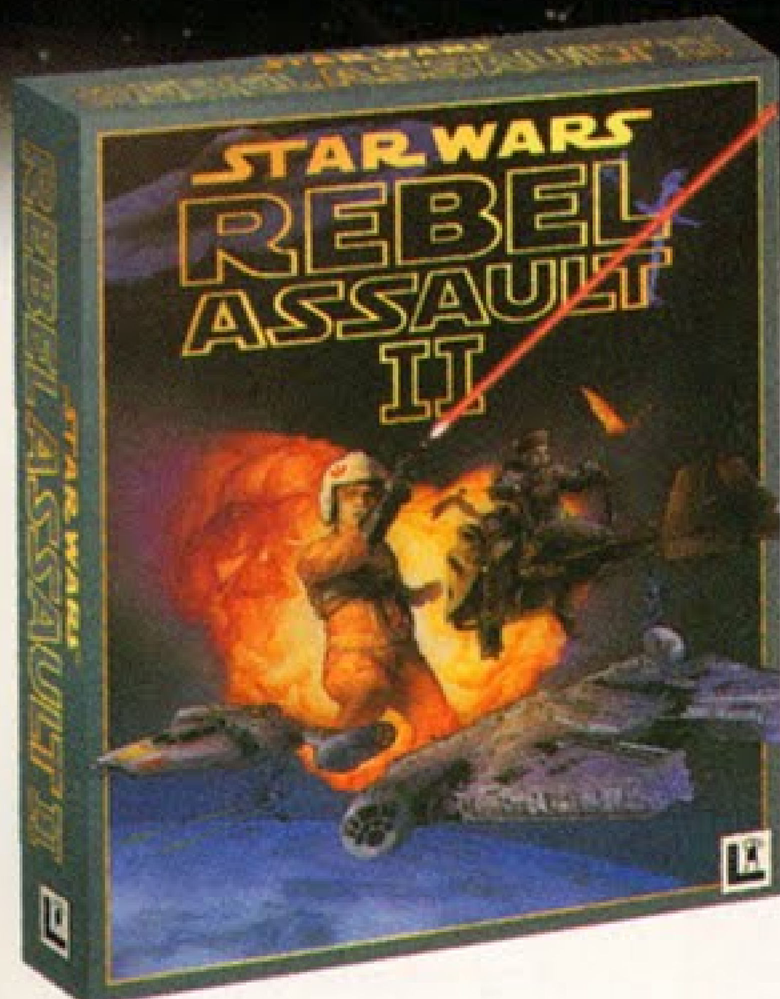
23-003 The Dig Baseball Cap **$16.95**





Join the revolution.
Show the world you've got what it takes to make The Dig. Our double-sided, silk-screened tee is 100% cotton and machine washable – and even includes the LucasArt Web-site address! Made in the USA. Choose M, L or XL.

23-006 The Dig Tee **$14.95**



The sequel to Rebel Assault™ has landed at last!

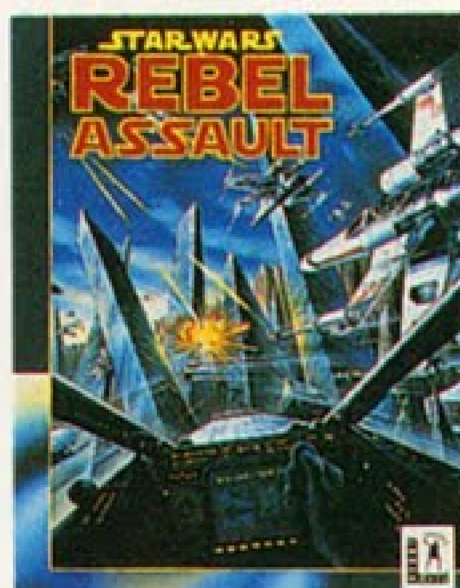






In Rebel Assault II - The Hidden Empire, the Empire has developed a new secret weapon. Once deployed, it could eliminate the Rebel Alliance – unless *you* can save the day! Live-action video, state-of-the-art graphics and customizable game levels combine with edge-of-the-seat action to deliver the most amazing computer fun you've ever encountered.

01-046 Rebel Assault II™ - IBM PC CD-ROM **$49.95**
01-047 Rebel Assault II - MAC CD-ROM **$49.95**
18-003 Rebel Assault II - Official Player's Guide **$19.95**



You still have a chance to own the classic Rebel Assault.

Don't miss out on the original adventure – the best-selling LucasArts game of all time!

01-013 Rebel Assault - IBM PC CD-ROM **$29.95**
01-026 Rebel Assault - MAC CD-ROM **$29.95**
24-002 Rebel Assault - Official Player's Guide **$19.95**

It's a LucasArts Fact

In Rebel Assault II - The Hidden Empire, full-motion video images have been blended with three-dimensional high-resolution sets, in order to give many of the game's scenes a brilliant cinematic effect.



Defending the universe on bad hair days.

The Rebel Assault II cotton twill baseball cap comes in navy/green with an adjustable plastic back-band. One size fits most.

23-002 Rebel Assault II Baseball Cap **$15.95**



new

Rebel with a cause.

A fashion cause, of course. Our spiffy navy or natural cotton henley is great for guys and gals – and features a richly embroidered Rebel Assault II logo on the front chest and LucasArts logo on the left cuff. Three-button placket with ribbed collar and cuffs. 100% cotton; machine wash. Adult sizes M, L or XL. Made in the USA.

92-601 Rebel Assault II Henley (Navy) **$32.95**
92-602 Rebel Assault II Henley (Natural) **$32.95**

INDIANA JONES

A man by any other name . . .

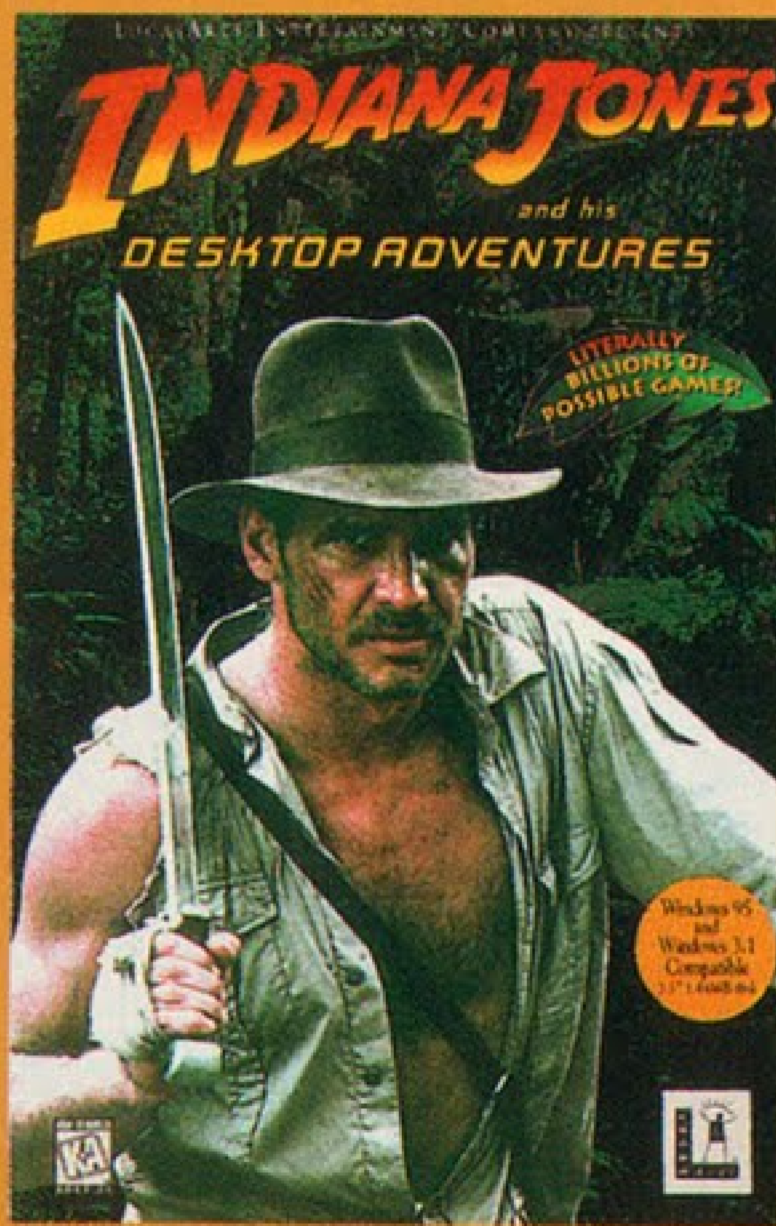
Indiana Jones has become the symbol of adventure. And anyone who saw Indiana Jones and the Last Crusade knows that Indiana earned his nick-name from the family dog, developed his fear of snakes during a perilous chase while on board a zoo train and was given his trademark fedora by an adventuresome collector he originally tried to thwart – and then began to emulate.

Dressed for action.
Our double-sided, silk-screened tee is what the well-dressed adventurer will be wearing this season. 100% cotton; machine washable. Made in the USA. Choose M, L or XL.

91-601 Indiana Jones Tee
$15.95







Now in stock and ready to ship: all the thrilling adventures of Indiana Jones.
If you've got the skills to solve the mysteries and survive the peril, we've got the games. Indiana Jones and his Desktop Adventures™ features over a billion gaming combinations – each of which can be played in under an hour. Indiana Jones and the Fate of Atlantis™ offers intriguing action that will leave you spellbound – assuming you solve the mystery. Don't miss out on the action!

01-048 Desktop Adventures - IBM Windows 3.1 and Windows 95 **$19.95**
01-051 Fate of Atlantis - IBM 3.5" DISK **$14.95**
01-010 Fate of Atlantis - IBM PC CD-ROM **$14.95**
01-027 Fate of Atlantis - MAC CD-ROM **$14.95**
01-005 Fate of Atlantis - MAC 3.5" DISK **$14.95**
01-034 *Fate of Atlantis Hint Book* **$9.95**



new
You get to create Indy's next adventure!
This action-packed play set features 10 durable plastic figures that you can arrange and rearrange to fill your hours with adventurous fun. Figures average approximately ⅝"H. For ages 4 and up.

16-014 Indiana Jones Play Set **$19.95**

MEET BEN, ONE TOUGH BIKER WHO'S A MAGNET FOR TROUBLE.





Take a ride to the edge of sanity.
The intense CD-ROM action of Full Throttle's gonna take you, shake you and maybe even break you – unless you're savvy enough to become Ben, a new breed of hero who just might be able to overcome the brutal predicaments. Did we mention that you're framed for murder and that the odds are stacked against you? Dare you tread into Full Throttle territory? We thought so.

01-022 Full Throttle - IBM PC CD-ROM **$29.95**
01-023 Full Throttle - MAC CD-ROM **$29.95**
18-002 Full Throttle Strategy Guide **$19.95**



The Full Throttle Bonus!
Order Full Throttle direct from the *Company Store*, and receive a free game-inspired rubber key ring – your free gift-with-purchase. (After all, we want you to dress the part during game play.)

Not available separately.



It's a LucasArts Fact

One of the many glowing reviews appearing in computer game publications that applauded the release of LucasArts' Full Throttle described the gaming action as "The Fugitive meets Easy Rider in a Scooby Doo world."



Listen up – and party hard to the music of Full Throttle.
Gone Jackals, the band that brings the Full Throttle soundtrack to life, kicks this audio CD into high gear with rockin' tunes to complement a tough-as-nails biker's every mood – and we mean it.

92-001 "Bone to Pick" - Gone Jackals Audio CD **$14.95**



What's Corley Motors?
Anyone who's survived Full Throttle knows. And our two-sided, silk-screened tee is a great game master's statement. 100% cotton; machine washable. Made in the USA. Choose M, L or XL.

91-701 Corley Motors Tee **$15.95**

Here's your chance to become a member of the LucasArts team.



new

A cap for all seasons.

The hottest logo around appears on the front of these sporty caps with adjustable closures in back. One size fits most. Choose slate with sand bill or beige with denim bill.

A. 92-405 LucasArts Baseball Cap (Slate) **$15.95**
B. 92-404 LucasArts Baseball Cap (Beige) **$15.95**



Start your day with LucasArts.

Next time you reach for a cup of java (no, not Jabba), make sure you fill it to the rim of your very own LucasArts coffee mug. A must-have for collectors, this 15-oz. ceramic mug is dishwasher safe.

17-001 LucasArts Coffee Mug **$15.95**



new

Back in black.

Now all gamers can become official members of the LucasArts team. Our black, 100% cotton silk-screened tee is machine washable. Made in the USA. Adult sizes M, L or XL.

91-703 LucasArts Tee **$12.95**



Perfect timing.

The exclusive LucasArts logo separates this sporty watch from the rest. Quartz movement; black leather band.

17-002 LucasArts Logo Watch **$34.95**



new

The "sweat" to get.

Our sporty, embroidered maroon LucasArts sweatshirt will be the envy of everyone around. 95% cotton/5% polyester blend; machine washable. Adult sizes M, L, XL or XXL. Made in the USA.

91-704 LucasArts Sweatshirt **$29.95**



new

The official jean jacket of LucasArts.

Your friends will think you are one of LucasArts gaming masterminds – but only you'll know for sure (we won't tell). This all-cotton denim jacket features a handsome, chamois-soft leather collar, along with the striking embroidered LucasArts logo. Adult sizes M, L or XL.

92-401 LucasArts Jean Jacket **$59.95**



new

Soft, comfortable denim.

Talk about relaxed! Our exclusive, ultra-comfy denim shirt features a handsomely embroidered LucasArts logo. 100% cotton; machine washable. Adult sizes M, L, XL or XXL. Made in the USA.

91-705 LucasArts Denim Shirt **$34.95**

LucasArts turns any computer



1. Indiana Jones and the Fate of Atlantis
2. Maniac Mansion II: Day of the Tentacle
3. Sam & Max Hit the Road
4. Rebel Assault · Special Edition (with three playable levels)
5. Star Wars Screen Entertainment for Windows
6. A Super Sampler that offers a playable preview of other great LucasArts titles

$29.95
Originally a $150.00 Value

Don't miss out on owning Volume I of The LucasArts Archives – a great gift for any gamer!
Six – count 'em – *six* CDs offer the incredible excitement your gaming skills have been hungering for: Indiana Jones and the Fate of Atlantis, Maniac Mansion II: Day of the Tentacle, Sam & Max Hit the Road, Rebel Assault - Special Edition (with three playable levels), *Star Wars* Screen Entertainment for Windows and a Super Sampler Playable Demo that offers a peak at other popular LucasArts titles (including Full Throttle™, Dark Forces™ and The Dig™). An incredible $150 value!

01-028 LucasArts Archives, Volume I - IBM CD-ROM **$29.95**
(Includes FREE Hint Books for Sam & Max, Indy Fate and Day of the Tentacle – only when you buy through the *Company Store)*
01-050 LucasArts Archives Hint Book Bundle **$19.95**

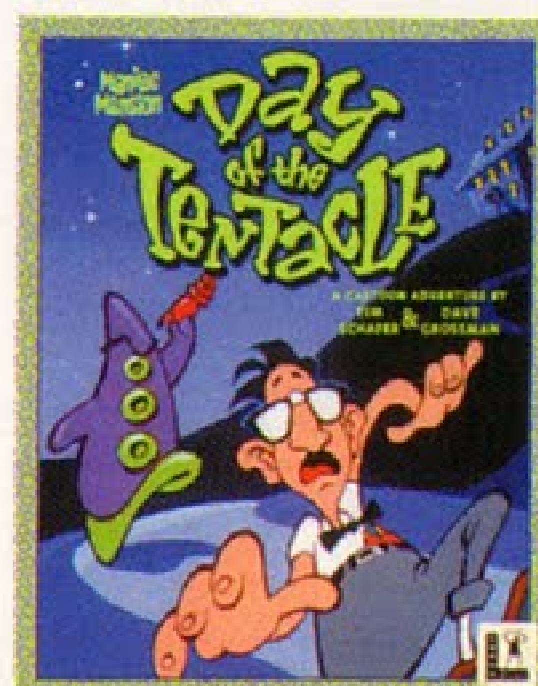


Join Sam & Max on their fun-filled adventures.
Join the cross-country search for Bruno, the missing Bigfoot, with hilarious freelance police officers Sam & Max.

01-012 Sam & Max Hit the Road - IBM 3.5" DISK **$14.95**
01-011 Sam & Max Hit the Road - IBM CD-ROM **$14.95**
01-045 Sam & Max Hit the Road - MAC CD-ROM **$14.95**
01-040 Sam & Max Hint Book **$9.95**

Don't miss the uproarious sequel to Maniac Mansion.
Day of the Tentacle offers an interactive cartoon adventure that pits you against Dr. Fred Edison's mutated pet tentacles. Do you have what it takes to save mankind?

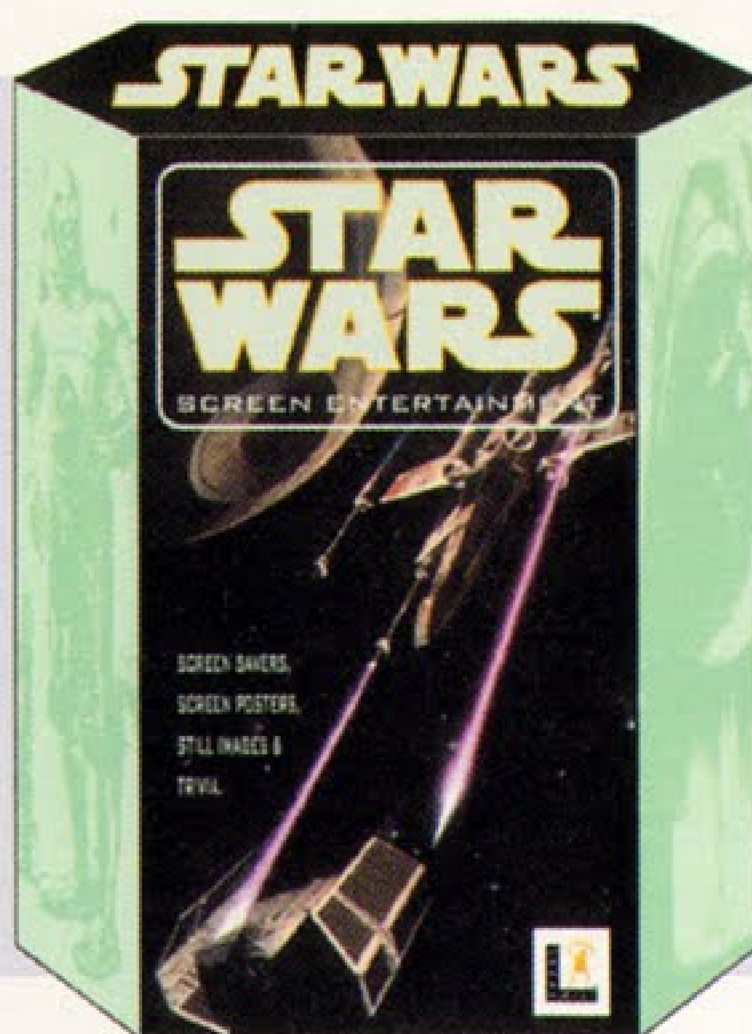
01-009 Day of the Tentacle - IBM 3.5" DISK **$14.95**
01-014 Day of the Tentacle - IBM CD-ROM **$14.95**
01-044 Day of the Tentacle - MAC CD-ROM **$14.95**
01-035 Day of the Tentacle Hint Book **$9.95**



Let* Star Wars *invade your computer screen.

No *Star Wars* fan's – or film buff's – computer is complete without *Star Wars* Screen Entertainment™, a valuable trivia guide program that includes fact-filled character bios, spaceship schematics, dangerous Jawas and a special message from George Lucas about the next *Star Wars* films. Great as a gift!

01-018 *Star Wars* Screen Entertainment - IBM Windows 3.5" DISK **$19.95**
01-019 *Star Wars* Screen Entertainment - Color MAC 3.5" DISK **$19.95**





Midair adventures are at your fingertips.

Earn your gaming wings playing our ultimate collection of high-altitude adventures – each developed by the brilliant minds that brought you the thrills of X-Wing and TIE Fighter: Battlehawks 1942®, Their Finest Hour: The Battle of Britain® and Secret Weapons of the Luftwaffe® (SWOTL). What's more, four additional SWOTL tours of duty and an add-on Their Finest Hour mission disk have also been included. A terrific $199.95 value.

01-015 Air Combat Classics™ - IBM 3.5" DISK **$19.95**
24-004 Air Combat Classics Strategy Guide **$19.95**

$19.95
Originally a $199.95 Value

It's time to partake of our Classic Adventures.

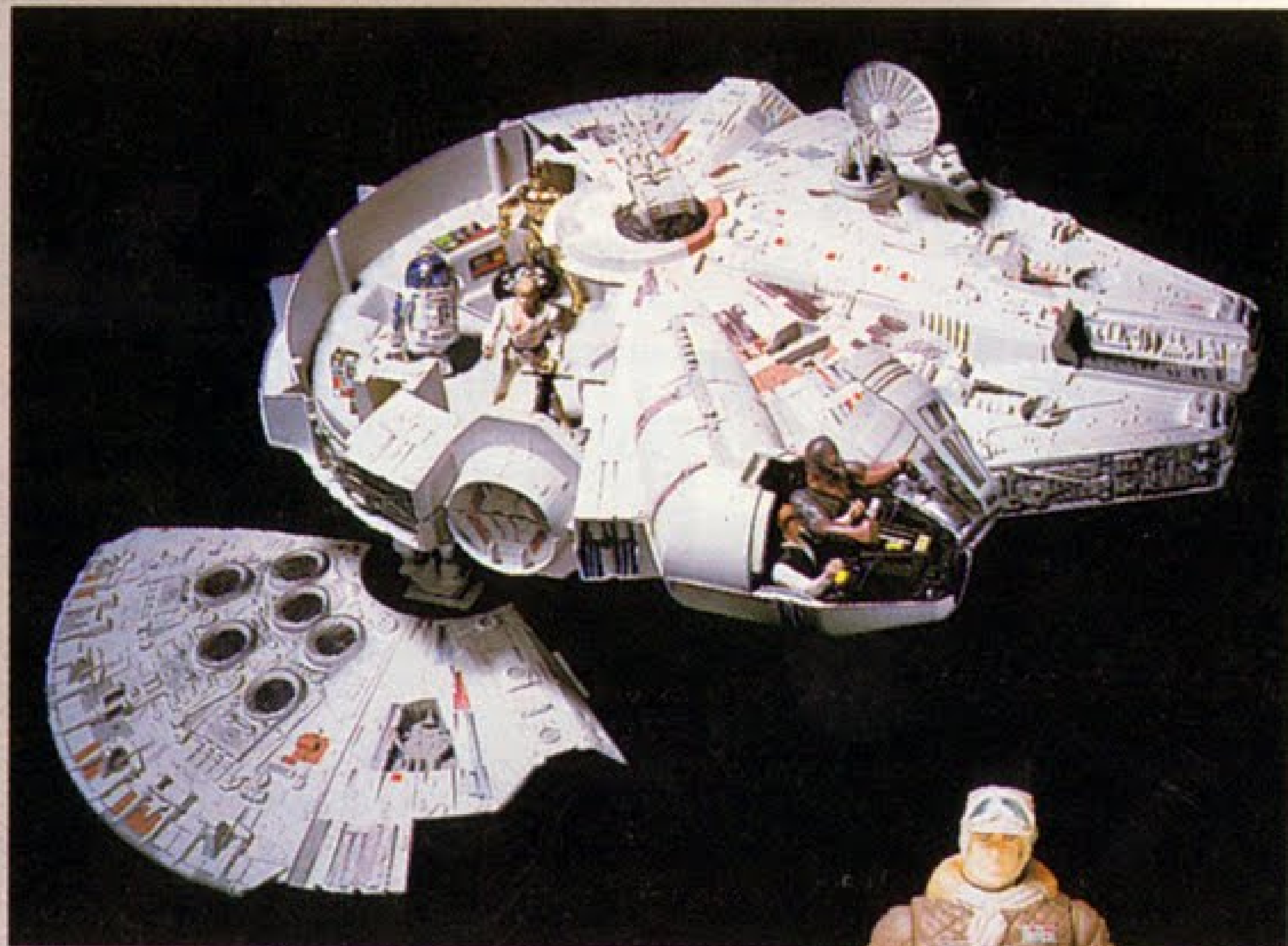
Here's your chance to own five different all-time classic adventures in one fell swoop – most of which are no longer available individually! Contains the original Maniac Mansion, Zak McKracken and the Alien Mindbenders, *Indiana Jones® and the Last Crusade™*, Loom and The Secret of Monkey Island – each a top-rated and often award-winning adventure when originally released upon the gaming community.

01-008 Classic Adventures - IBM 3.5" DISK **$19.95**
01-041 Classic Adventures Hint Books **$19.95**

Still available for Mac users on 3.5" DISKS:
01-002 Loom **$17.95**
01-001 *Indiana Jones and the Last Crusade* **$14.95**
01-003 The Secret of Monkey Island **$14.95**

$19.95
Originally a $249.00 Value





The electronic* Millennium Falcon *speeds into view.

Four incredibly realistic sounds can be heard from this durable plastic replica. Plus, you'll find landing lights, hidden compartments, a rotating gun turret and room for the action figures, sold below. 15"Dia.

02-015 *Millennium Falcon* **$59.95**



02-029
TIE Fighter Pilot



02-030
Han Solo in Hoth Gear



02-031
Luke Skywalker in Dagobah Fatigues (backpack included with Yoda)



02-028
Yoda with Jedi Trainer Backpack and Gimer Stick

Go figure – and we mean it!

Kenner's realistic action figures are suited up and ready for the kind of action the *Star Wars* trilogy is famous for. Each features movable parts and is suitable for use with the *Millennium Falcon*, sold above, and with other vehicles sold on this page and throughout LucasArts *Company Store*. Each figure is approximately $3^{3}/_{4}$"H. Sorry, not available for individual sale!

02-002 Original Luke Skywalker (Not Shown)
02-003 Original Han Solo (Not Shown)
02-006 R2-D2 (Not Shown)
02-007 Original Princess Leia (Not Shown)

Set of Any 3 - $19.95
Set of Any 4 - $25.95
Set of Any 7 - $42.95



02-005
C-3PO with Realistic Metallic Body



02-004
Darth Vader with Lightsaber and Removable Cloak



02-009
Imperial Stormtrooper with Blaster Rifle and Heavy Infantry Cannon



Imperial forces are at hand.

Get set for action with Kenner's realistic speeder bike with an Imperial scout (include The durable plastic bike even "blasts" apart t send the Imperial scout soaring! 8"L x 3½"V

02-011 Speeder Bike with Imperial Scout **$15.95**

Prepare yourself for new Star Wars adventures with Kenner.



The Imperial Scout Walker's comin' at you. Watch out! This durable plastic Imperial scout walker features charging legs and rotating gun turrets. Not to mention a cockpit for any of the action figures, sold below (the dark side prefers you only use Darth Vader or a stormtrooper, of course). 11½"H x 5½"W.

02-013 Imperial AT-ST (Scout Walker) **$23.95**



02-021
Boba Fett



02-010
Original Chewbacca



02-022
Luke Skywalker in X-wing gear

It's a Lucasfilm Fact

In* Star Wars: A New Hope*, the mysterious writing surrounding Darth Vader's control panels is actually jumbled Hebrew symbols.



Get around the planet fast. Luke knows there's no better way to go from place to place than in the landspeeder from Kenner. Constructed of durable plastic, this vehicle includes movie-inspired detailing, "hovering" gear and a pop-open hood. Holds two figurines, sold above. 9"L x 6"W.

02-001 Landspeeder **$12.95**

You still have a chance to own the most intriguing limited-edition* Star Wars: A New Hope *lithographs ever made available.

These beautiful 12"H x 18"W lithographs are an art collector's dream. Each has been created from original drawings by noted *Star Wars* artist Ralph McQuarrie. Just admiring them will inspire you to relive the heart-pounding thrills you experienced the first time you saw *Star Wars*. Speaking of the famous movie, in the corner of each lithograph is an original film frame (showing a film scene) from an authentic 70mm *Star Wars* movie print. Press the button and the film frame lights up – revealing the artistry of master filmmaker George Lucas. Suitable for any decor, these elegantly framed and matted pieces are sure to become the winning prize of any movie buff's – or *Star Wars* enthusiast's – collection. Not only is each of the lithographs individually numbered, but they're also hand-signed by the artist, and each includes a certificate of authenticity. Each of these four lithographs is limited to an edition of only 2,500. After that – they're gone. We urge you to order immediately to ensure availability. Of course, true *Star Wars* connoisseurs will want to order all four. Each uses two AA batteries (not included).



Detail of film frame.



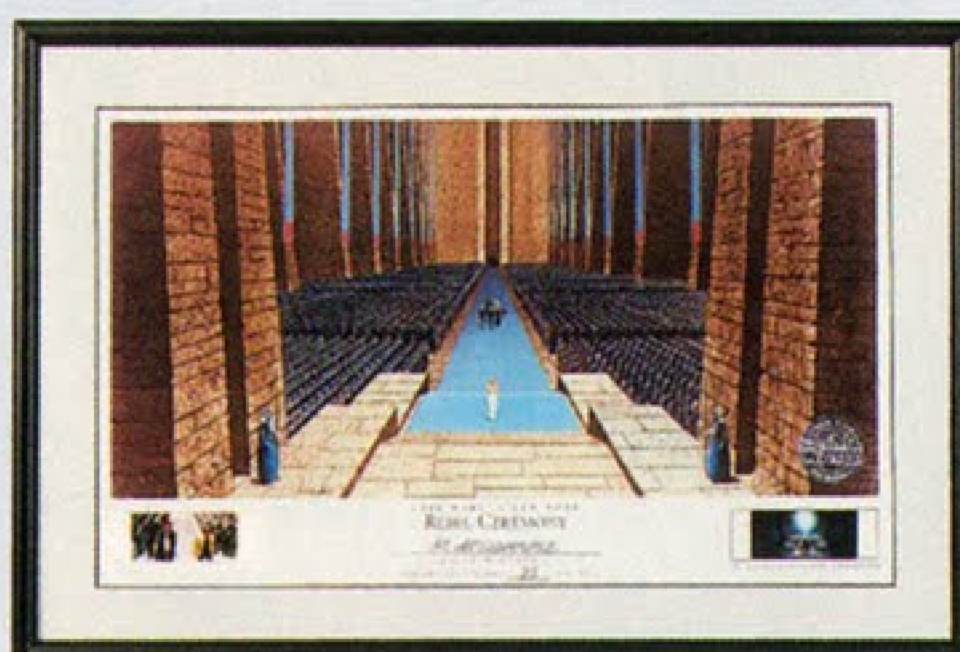
04-015 "Rebel Attack on the Death Star"
12"H x 18"W Signed Lithograph **$199.95**



04-013 "The Cantina on Mos Eisley"
12"H x 18"W Signed Lithograph **$199.95**



04-014 "*Millennium Falcon*"
12"H x 18"W Signed Lithograph **$199.95**



04-016 "Rebel Ceremony"
12"H x 18"W Signed Lithograph **$199.95**



new

Let's hear it for the heroes!

These highly detailed, durable plastic model kits let you create those famous "good guys" from the *Star Wars* trilogy: Luke Skywalker and Ben Kenobi. They're each featured in dramatic poses inspired by the films and are sure to become a treasured collector's piece in your home. Each is approximately 12"H. Paint and cement not included.

92-701 Luke Skywalker Model Kit **$29.95**
92-702 Ben Kenobi Model Kit **$29.95**



10-001 Fiber Optic Star Destroyer Model Kit **$44.95**

Building the perfect universe is easy.
Putting together these four different *Star Wars* model kits is just half the fun. Because when complete, they'll each become a prized piece in your *Star Wars* collection. Choose the Fiber Optic Star Destroyer with over 2000" of fiber optic filament; the Limited-Edition B-wing Fighter with gold highlighting; the brand-new Shuttle *Tydirium* or Boba Fett's *Slave I*. Avid model builders will want all four. Each comes complete with its own display stand. Paint and model glue not included. For ages 8 and up.



10-003 Limited-Edition Gold B-wing Fighter Model Kit **$29.95**



new
10-009 Shuttle *Tydirium* Model Kit **$14.95**



10-002 Boba Fett's *Slave I* Model Kit **$15.95**

Celebrate the master works of George Lucas.
This collector's book is full of fascinating facts, intriguing information and remarkable pictures chronicling the now-classic films. 11½" x 9". Color and black and white; 208 pages.

15-001 *From Star Wars to Indiana Jones* Book **$22.95**



It's a Lucasfilm Fact

In the hangar bay scene featured in* Return of the Jedi*, look closely and you'll see that one of the stormtroopers has a "smiley face" painted on his helmet.

new
Re-create famous scenes from the **Star Wars** ***trilogy.***
You'll have lots of fun putting these sets together – and even more fun displaying them or using them to re-enact the classic scenes. Choose the infamous Battle of Hoth, Encounter with Yoda, or Jabba the Hutt and His Throne Room. Paint and cement not included. For ages 8 and up.



10-008 Battle of Hoth Model Set **$14.95**



10-010 Encounter with Yoda Model Set **$14.95**



10-011 Jabba and His Throne Room Model Set **$14.95**

Sometimes it's just more fun being the bad guy . . .

new

Vader's TIE Fighter is ready for take-off.

The infamous TIE fighter is ready for play or display, thanks to this fun-for-all action fleet set that features two mini-figures – Darth Vader and Imperial pilot – that are included as part of the set. Each piece is perfectly sized for kids, allowing for easy maneuverability in their hands. For ages 4 and up. 2 15/16"H x 4 3/4"W.

16-011 Vader's TIE Fighter Action Fleet Set **$15.95**



For more Action Fleet Sets, see page 29!







You've never experienced TIE Fighter™ like this . . .

Amazing high-resolution graphics ignite 22 all-new missions – including The Defender of the Empire Campaign – on the CD-ROM everyone is talking about. Become a recruit of the Imperial Navy under the command of Darth Vader, and command all-new, never-before-experienced space vehicles that will leave you breathless. Just promise not to give away their secrets. (You know how testy Darth Vader can get when he's betrayed.)

01-017 TIE Fighter Collector's CD-ROM - IBM PC **$49.95**
24-003 TIE Fighter Collector's CD-ROM - Official Player's Guide **$19.95**

Still available:

01-016 TIE Fighter - IBM 3.5" DISK **$29.95**
***01-032** Defender of the Empire - IBM 3.5" DISK **$19.95**
Or Buy Both for **$39.95**
*Requires TIE Fighter

new

Everyone wants to get into Darth Vader's drawers . . .

That's because these soft, all-silk boxers feature a unique all-over design that'll be enjoyed for lounging by both guys and gals. Hand washing recommended. Adult sizes M, L or XL. Made in the USA.

20-006 Darth Vader Boxer Shorts **$18.95**



new

Talk about a "power tie."

This stylish, all-silk tie's Dark Lord of the Sith design is sure to get you that promotion – or at least a second glance. Dry clean only. Made in the USA.

20-007 Darth Vader Silk Tie **$24.95**



Proclaim your alliance to the dark side.

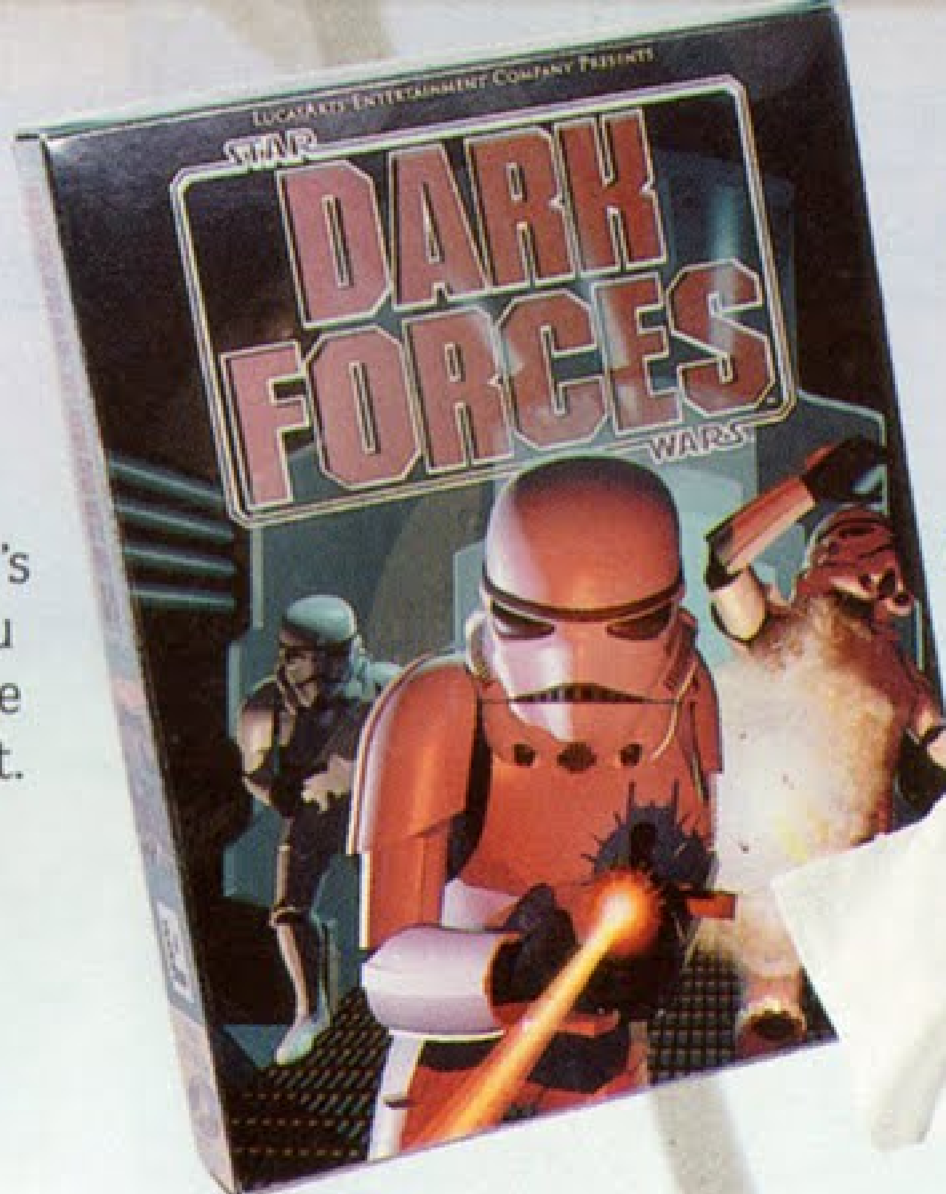
The TIE Fighter cotton twill baseball cap is the kind of headgear that makes Darth Vader proud. Adjustable back-band; one size fits most.

14-002 TIE Fighter Baseball Cap **$16.95**

Thanks to Dark Forces™, the fate of the universe is in your hands.

The first game to incorporate exclusive *Jedi* 3D Technology is a *Star Wars* adventure that has you infiltrating the evil Empire in hopes of aiding the Rebel Alliance's covert operations division. It's you and your blaster against the entire Empire. Good luck – you'll need it.

01-020 Dark Forces - IBM PC CD-ROM **$49.95**
01-021 Dark Forces - MAC CD-ROM **$49.95**



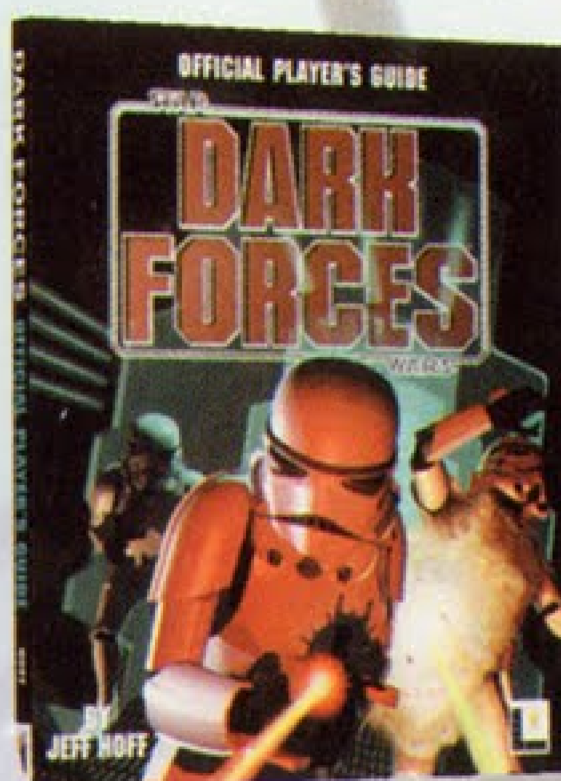
***Next time you get dressed, apply a little* Force.**

Our two-sided, all-cotton, silk-screened tee is machine washable. Specify M, L or XL.

23-005 Dark Forces Tee **$12.95**



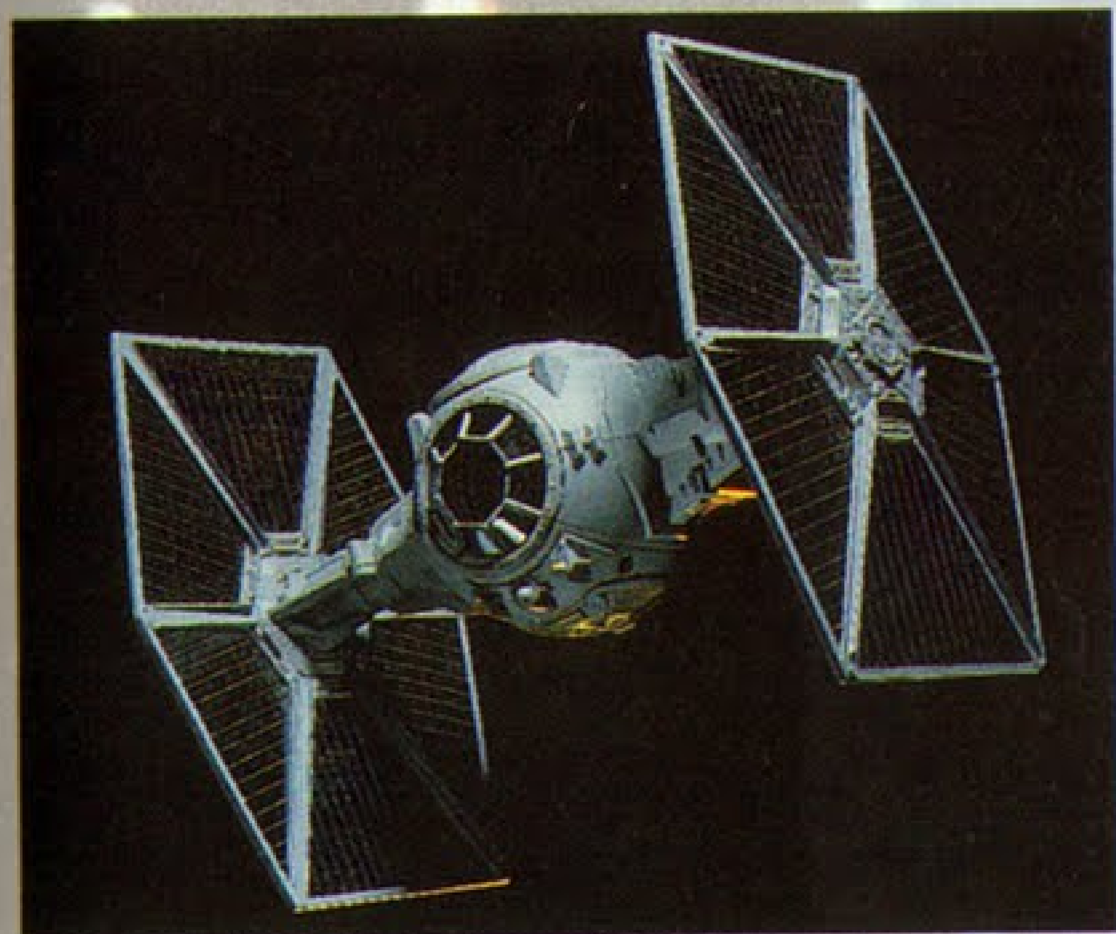




May The Force – and* The Hint Book *– be with you.

Don't leave the planet without it: *The Dark Forces Official Player's Guide* is your direct link to saving the universe.

18-001 Dark Forces Official Player's Guide **$19.95**



It's a Lucasfilm Fact

James Earl Jones, the now-famous voice of Darth Vader, asked that he not be credited in the original* Star Wars: A New Hope, *as he didn't feel he had done enough work to deserve it.

The authentic TIE Fighter Vehicle from Kenner.

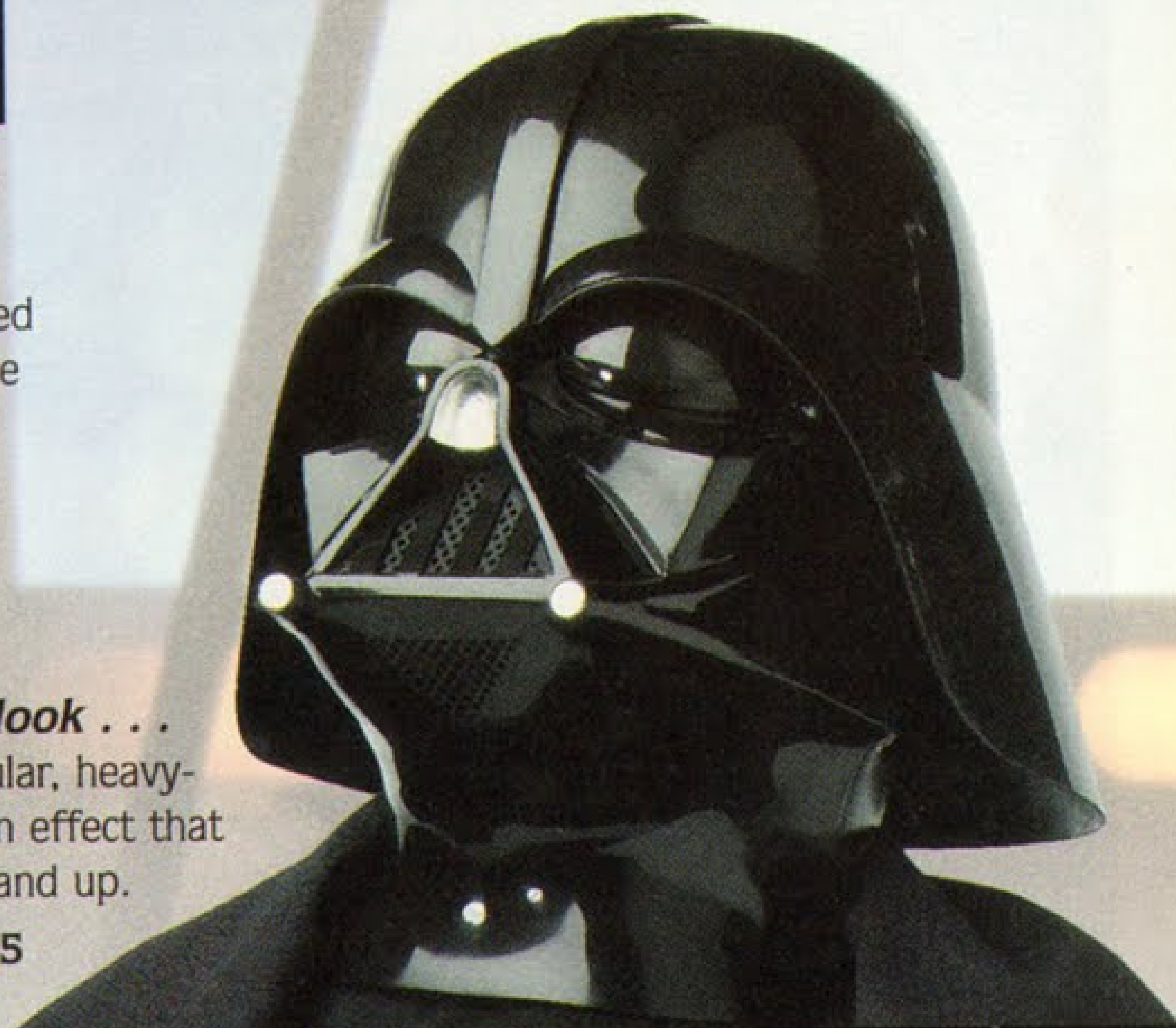
Official detailing includes "blast-off" solar-powered wings for fun of universal proportions. Holds one Kenner figure (not included – see pages 20 and 21). 9"H x 10¾"W x 7"L.

02-012 TIE Fighter Vehicle **$22.95**

You've got the look . . .

The look of Darth Vader, that is. Our popular, heavy-gauge plastic, two-piece mask creates an effect that won't soon be forgotten. For ages 8 and up.

90-501 Darth Vader Mask **$64.95**



These unique Star Wars collectibles can't be beat!









C-3PO has a lot on his mind.
And to prove it, just pull open his head to transform him into a C-3PO play set that features the cantina scene. What's more, our fun-filled Chewbacca transforms into the planet Endor play set, and the stormtrooper transforms into the interior of the Death Star. Each set includes a calvacade of hidden areas and their own mini-figures for hours of play. Each measures approximately 7"H x 12"W x 3"L when closed. Durable plastic construction.

16-001 Chewbacca Transforming Play Set **$24.95**
16-002 Stormtrooper Transforming Play Set **$24.95**
16-020 **New!** C-3PO Transforming Play Set **$24.95**

new
Explore the Death Star like you never have before.
This authentically detailed action play set is great for play – or display. It includes five colorful mini-figures and a *Star Wars* vehicle for tooling around the hidden chambers and arenas of the Death Star. Measures approximately 6½"H. For ages 4 and up.

16-017 Death Star Play Set **$49.95**





new
This is one cold planet that's really cool!
Five *Star Wars*-inspired mini-figures inhabit this intricate frozen planet, where just about anything can happen – because you're in charge of the action. Also includes mini *Star Wars* vehicle. For ages 4 and up.

16-018 Ice Planet Hoth Play Set **$49.95**

BOBA FETT



[The Bounty Hunter] When an unnamed (during screen time) Boba Fett was introduced in *The Empire Strikes Back*, who knew he would become one of the most popular *Star Wars* characters? Today this sometimes ruthless, intergalactic bounty hunter has a following all his own.



new

Get ahead with Boba Fett.

Don't wait until Halloween to don the mask of one of the hippest – and most sought-after – characters in the *Star Wars* universe. This brand-new, heavy-gauge plastic, two-piece mask creates fun every day of the year. For ages 8 and up.

90-502 Boba Fett Mask **$79.95**



Enjoy your morning coffee with Boba Fett.

Three-dimensional ceramic mug. Not for use in dishwashers or microwaves. Holds approximately 14 oz.

03-007 Boba Fett Ceramic Mug **$19.95**

Wear Boba Fett out –

On the town, that is. Our nifty tee is 100% cotton and machine washable. Made in the USA. Choose M, L or XL.

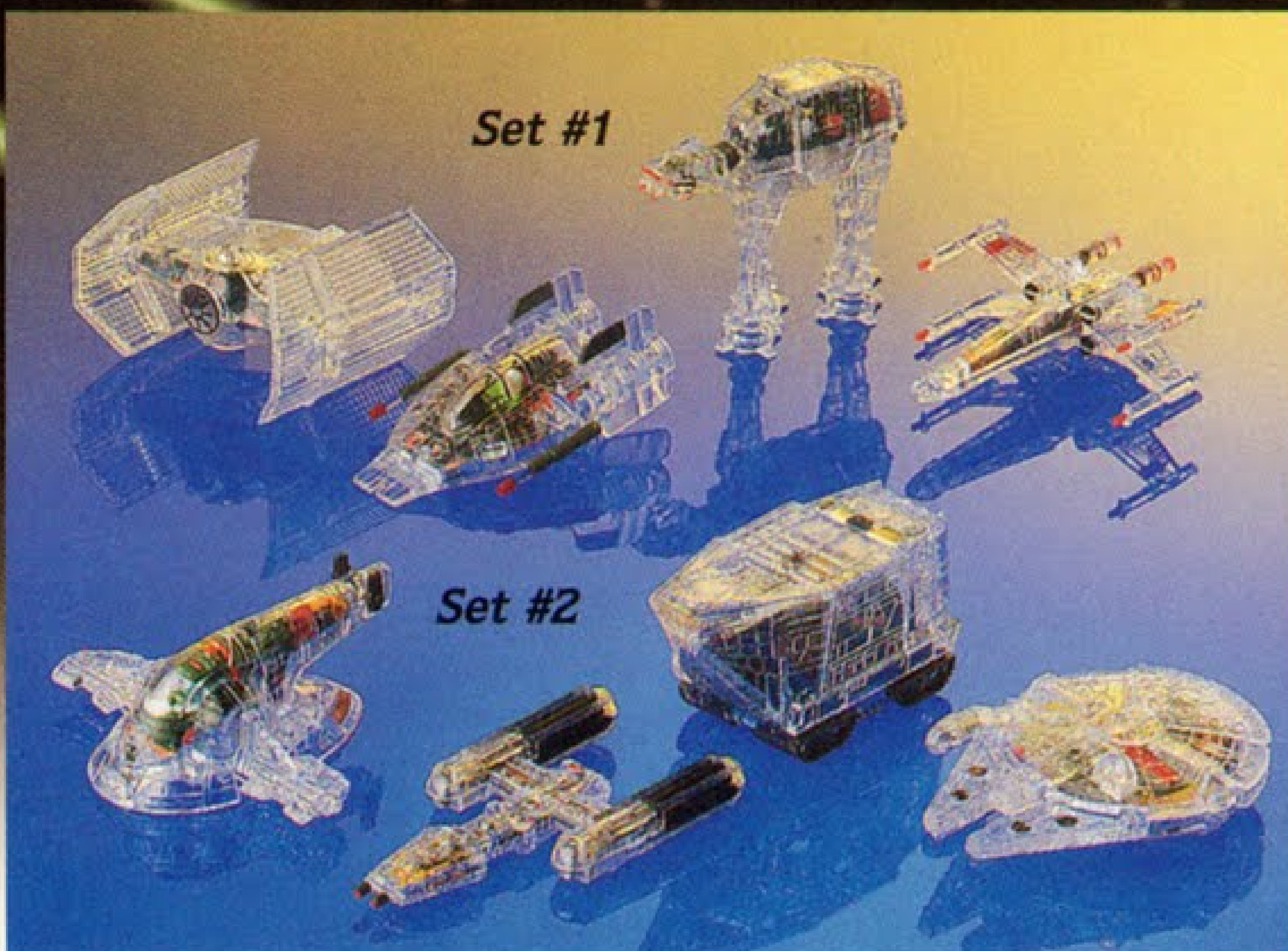


09-004 Boba Fett Tee **$15.95**

It's a Lucasfilm Fact

A local hardware store near Industrial Light & Magic kept a table full of spare parts handy for ILM model makers who would drop by seeking inspiration for props and models.

Turn any room in your home into a



new

These vehicles give you automatic X-ray vision!
No, your eyes aren't playing tricks on you – you really can see through these transparent *Star Wars* vehicles' clear exteriors to view what's happening inside. Each measures approximately 2" tall and includes its own special display stand. Choose your favorite set – or, better yet, both sets. For ages 4 and up.

16-003 *Star Wars* X-Ray Vehicle Set #1 (TIE fighter; A-wing; AT-AT; X-wing) **$19.95**
16-005 *Star Wars* X-Ray Vehicle Set #2 (*Millennium Falcon*; Sandcrawler; Boba Fett's *Slave I*; Y-wing) **$19.95**
16-021 **Save!** *Star Wars* X-Ray Complete Vehicle Set of 8 **$35.95**

new

Finally . . . your chance to become a Jedi Knight.
Now all the power of the Force comes together in this realistic "lightsaber" that features three different cinematic sounds: powering up, in motion and a battle crash (for when you're triumphing over evil). What's more, the plastic telescoping "saber" illuminates to let potential enemies know you've tapped into the Force. This exclusive gift will be the envy of all collectors – so order quickly to avoid missing out on this must-have *Star Wars* collectible. Uses two C batteries (not included).

02-020 *Star Wars* Lightsaber **$34.95**

This "authentic" lightsaber features three different realistic sounds to inspire fun-filled Star Wars *action.*



new

One minute, it's the* Millennium Falcon, *and then . . .
Two collector's pieces in one, this *Millennium Falcon* transforms into the *Star Wars* command center. This highly detailed play set (or display set) arrives with seven authentic mini-figures and a realistic *Star Wars* mini-vehicle. There's even a hidden storage compartment. Can you locate it before the bad guys find you?

16-007 *Millennium Falcon* Play Set **$49.95**

Star Wars Collector's Showcase.





16-010 Imperial Shuttle *Tydirium* Action Fleet (includes Han Solo and Chewbacca mini-figures) 4¹³⁄₁₆"H x 4"W.





16-008 X-wing Starfighter Action Fleet (includes Luke Skywalker and R2-D2 mini-figures). 1⅜"H x 5½"W.

new

Here's where the action is.

The Action Fleet is an all-new collection of *Star Wars* vehicles that includes amazingly detailed – and movable – parts, along with two interchangeable mini-figures. The best part? Everything is sized perfectly for kids, allowing for easy maneuverability in their hands. Whether for play or display, these collectible sets will keep you fascinated for hours. For ages 4 and up.

$15.95 each





16-013 A-wing Starfighter Action Fleet (includes Rebel pilot and C-3PO mini-figures). 1⅞"H x 3¼"W.



16-009
AT-AT Action Fleet (includes Imperial driver and stormtrooper mini-figures). 4¹⁵⁄₁₆"H x 2¼"W.



It's a Lucasfilm Fact

***The Empire Strikes Back* animators studied the walking patterns of elephants in order to give realistic motion and movements to the film's monstrous AT-ATs.**

new

The Droids are coming! The Droids are coming!

Fresh from the *Star Wars* trilogy comes a realistic – and rare – assembly of action-inspiring droids. All of these "manufactured" creatures include moving parts and an amazing, metal-like finish that adds to their intergalactic structure. Each measures approximately 1"H.

16-019 Droids Collection
$22.95

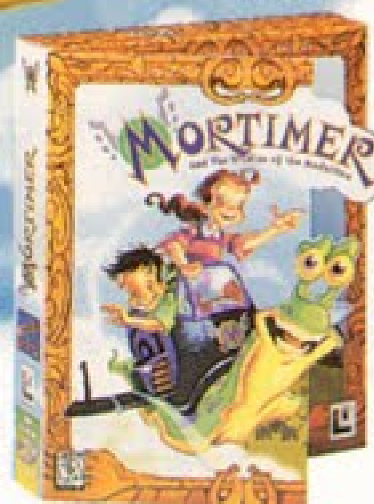


Let your kids discover the high-flying adventures of Mortimer!



new

LucasArts is proud to introduce its first adventure for kids – and the entire family. Wow! LucasArts has created its first CD-ROM title just for kids. And with this CD's 3D flight engine, adults will want to play along, too. Through the educational fun of Mortimer, kids get to fly through four different areas of the world. They'll also learn fascinating facts about animals, through fun-filled riddles and interviews. For added intrigue, the animals must be saved from the evil Lodius, who's turned the creatures to stone. As Sid or Sally, kids will have to piece together the precious Medallion as they take to the skies with the lovable Mortimer the Snail. Recommended for ages 5 and up.



01-055 Mortimer and the Riddles of the Medallion - IBM PC CD-ROM (Pentium/Windows 95 required) **$39.95**
01-056 Mortimer and the Riddles of the Medallion - MAC CD-ROM (PowerPC required) **$39.95**

It's a LucasArts Fact

Mortimer's incredible game engine is based on the same amazing technology used to create Rebel Assault II: The Hidden Empire – bringing the magic and high-flying adventures of LucasArts to the entire family.

Look – and talk – like Lord Vader himself.
Not only is this an amazingly realistic mask, but the built-in microphone actually transmits your voice through a portable speaker that makes you sound like Darth Vader! Requires one 9-volt battery (not included).

19-002 Darth Vader Mask & Voice Changer **$24.95**





Oh, Boy! It's time for Return of the Jedi.
Get out your Nintendo Super GameBoy™ or Sega GameGear™, and get ready for action. Choose to be Luke, Leia, Han, Chewbacca or an Ewok, and let the games begin. Superb graphics and sound!

26-001 *Return of the Jedi* - Super GameBoy **$29.95**
26-002 *Return of the Jedi* - GameGear **$37.95**

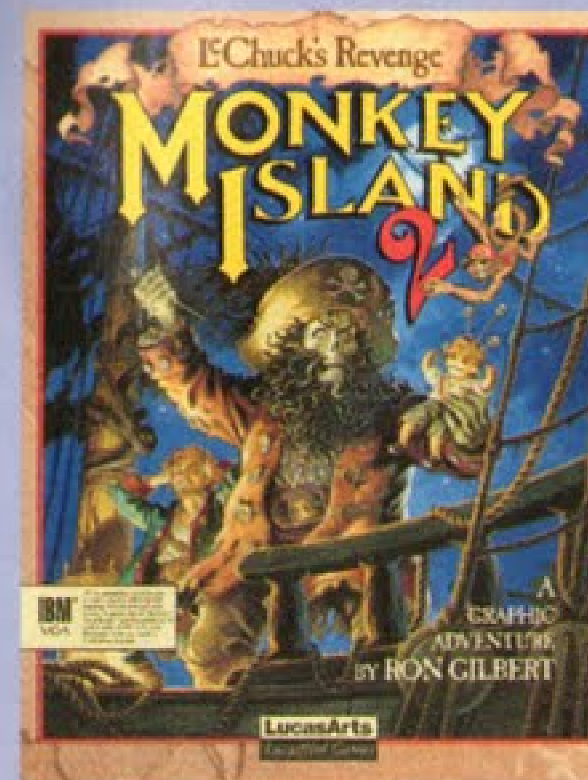




It's up to kids everywhere, with the help of Mortimer the Snail, to save the animals of the world from the evil Lodius.







Return to Monkey Island . . .
Kids and adults alike will love the further misadventures of Guybrush Threepwood. This time out, the ghost pirate LeChuck is out for revenge – you killed him once, but he's too mad to stay dead.

01-004 Monkey Island II - IBM 3.5" DISK **$19.95**
01-006 Monkey Island II - MAC 3.5" DISK **$19.95**
01-033 *Monkey Island II Hint Book* **$9.95**

new

Feel like monkeying around?
Who doesn't? And lucky for you, we've got a tee that's been inspired by our popular Monkey Island II computer game in sizes for the entire family. 100% cotton; machine washable. Choose kid sizes M or L, or adult sizes M, L or XL.

91-706 Monkey Island Tee – Kid Sizes **$14.95**
91-707 Monkey Island Tee – Adult Sizes **$15.95**

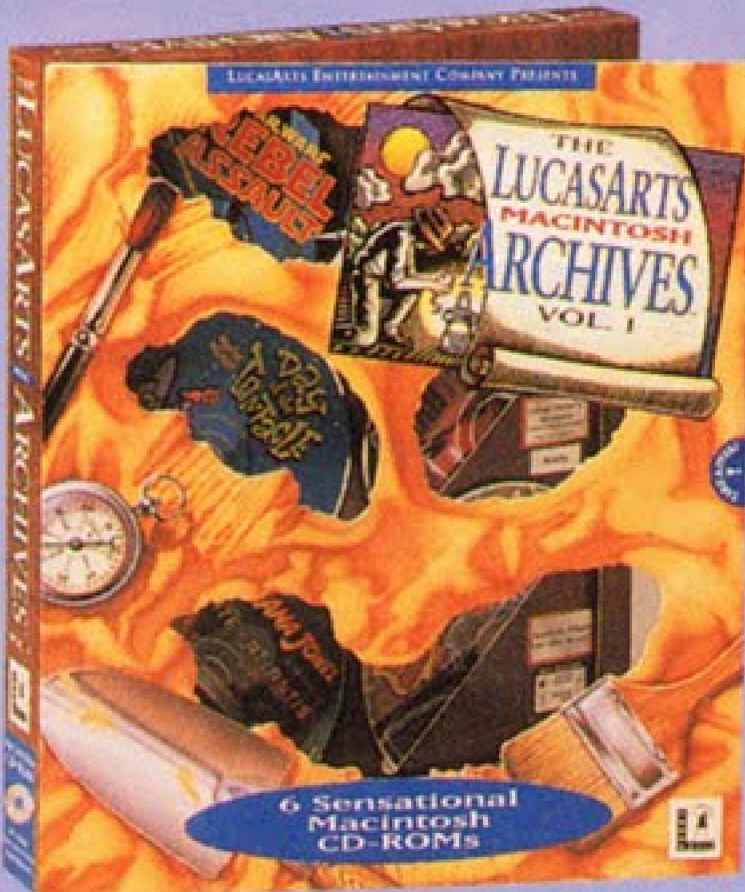


LucasArts Entertainment Co.
Company Store
P.O. Box 9367
Canoga Park, CA 91309-0367

When ordering use code: IN0596

LucasArts announces an all-new CD-ROM for kids!

Your family will thrill to the high-flying adventures and all-around fun of Mortimer and the Riddles of the Medallion™, LucasArts' first CD-ROM exclusively for kids. Mortimer pits two children and a delightful snail against the evil Lodius, who's turned all the animals of the world into stone. Can your kids save the day? Quick – turn to page 30 to find out!



Introduce your Macintosh to LucasArts Archives, Vol. I . . .

Feel like playing a game on your Mac? How about six different games? That's the number of CD-ROMs you'll find in The LucasArts Macintosh Archives, Vol. I. Enjoy the thrills and spills of Indiana Jones and the Fate of Atlantis, Maniac Mansion II: Day of the Tentacle, Sam & Max Hit the Road, Rebel Assault, Dark Forces Special Edition (with three playable levels), and a LucasArts Super Sampler that includes samplings of The Dig and Full Throttle. Bought separately, they're an incredible $150 total value; together, they're hours, weeks, years of fun – for you and your Mac.

01-052 LucasArts Archives, Volume I - MAC CD-ROM **$39.95**

(Includes FREE Hint Books for Sam & Max, Indy Fate and Day of the Tentacle – See Page 18 for Details.)

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